

CLASS 273, AMUSEMENT DEVICES: GAMES**SECTION I - CLASS DEFINITION**

This class includes:

Apparatus or means, such as games and sports, by which contests of skill or chance may be engaged in among two or more participants, where the result of such contests can be indicated according to definite rules;

Apparatus or means, such as puzzles and fortune telling devices, by which a test of the skill or fortune of one or more persons, in accomplishing some sought result, may be obtained, chance devices being included, even if not of themselves games or elements of games, by reason of their similarity to other chance devices herein;

Targets combined with devices for projecting aerial or surface projectiles or missiles against or through the targets, per se, and projectors, per se, only if the projectile passes at all times over a surface;

Devices ancillary and appurtenant to games for which there is no provision in other classes.

SECTION II - LINES WITH OTHER CLASSES AND WITHIN THIS CLASS

This class is subordinate to both Class 473, Games Using Tangible Projectile, and Class 463: Amusement Devices: Games-- wherein Class 473 is specific under Class 463, and wherein Classes 273, 463, and 473 are further specific under Class 472, Amusement Devices.

Classes 463 and 473 are intended to eventually replace Class 273 through a series of stages. When all of the subject matter of Class 273 has been reclassified and incorporated within these classes (463 and 473), Class 273 will be abolished. Until Class 273 is abolished, it is to be considered subordinate to Classes 463 and 473. Stated otherwise: the subclasses of Class 273, along with their hierarchical arrangement, are to be considered as following after the subclasses of, appropriately, Class 463 or 473 (i.e., the first occurring subclass of Class 273 follows the last occurring subclass of appropriate Class 463 or 473).

SECTION III - REFERENCES TO OTHER CLASSES**SEE OR SEARCH CLASS:**

- 2, Apparel, subclasses 455+ for protective clothing to be worn by athletes such as football helmets, baseball and boxing gloves, etc.
- 116, Signals and Indicators, subclasses 222 through 225 for mechanical signals and indicators, per se, which form a part of a game device.
- 124, Mechanical Guns and Projectors, appropriate subclass for mechanical aerial projectors, per se. Projectors, per se, are included in this class (273) only when the projectile, at all times, travels on a surface. Combinations of targets and aerial projectors are included in this class (273).
- 194, Check-Actuated Control Mechanisms, appropriate subclass 30, 41, and 55 for games and chance devices involving particular coin control mechanism.
- 200, Electricity: Circuit Makers and Breakers, subclasses 61.1+ for electrical switches responsive to the action of a game or amusement piece.
- 221, Article Dispensing, appropriate subclasses for article dispensers not otherwise provided for. Such article dispensers, as subcombinations of chance devices such as are provided for in subclasses 138.1+ of this class (273) are classified in appropriate subclasses of Class 221.
- 235, Registers, for score totalizing apparatus for use in games, particularly subclass 90 for cribbage boards.
- 340, Communications: Electrical, subclass 323 for game reporting electric signaling systems and appropriate subclasses, particularly subclasses 286.01+ for electric signaling systems, per se which may form part of a game.
- 345, Computer Graphics Processing, Operator Interface Processing, and Selective Visual Display Systems, subclasses 1+ for visual display systems with selective electrical control.
- 404, Road Structure, Process, or Apparatus, subclasses 17+ and 71 for pavement and road structure.
- 428, Stock Material or Miscellaneous Articles, appropriate subclasses for stock material in the form of a single or plural layer web or sheet which may be used in the fabrication of products provided for in this class.
- 463, Amusement Devices: Games, appropriate subclasses, for a nonprojectile game, a simulated-projectile game, a propelled racing game, a fencing game, or an implement or device used by a person (often one involved in law enforcement) to strike or electrically shock a human

- being so as to control the being. See Lines With Other Classes, above, for the line between this and other amusement devices classes.
- 473, Games Using Tangible Projectile, for a game that uses a tangible projectile. See Lines With Other Classes, above, for the line between this and other amusement devices classes.
- 602, Surgery: Splint, Brace, or Bandage, subclasses 41+ for bandaging devices, even though specially adapted for use in supporting the body or body member to function in a proper manner in playing a game.
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for data processing or computation, per se, for the purpose of analyzing, monitoring, or scoring a contest or game, which is not classifiable elsewhere.

SUBCLASSES

108 SURFACE PROJECTILE GAME; GAME ELEMENT (E.G., TARGET, ETC.) OR ACCESSORY THEREFOR OTHER THAN PROJECTILE, PER SE:

This subclass is indented under the class definition. Subject matter relating to a game in which a projectile passes over a surface at all times in its course, which game comprises (a) a game component (other than a projectile, per se) which may be used to play the type of game included herein, or (b) an ancillary device or means which is adapted and intended to be used with or for a game component included herein unless it is provided for elsewhere.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 138.1+, for an object (e.g., a die, a top, or a marble used with a roulette wheel, etc.) acting either per se as, or as part of, a chance device in which the element of chance is alone the function of the device or which might be of itself a game or a component of a game.
- 317+, for game apparatus for an aerial projectile game (including a target or other game component other than a projector, per se, or a projectile, per se) in which a projectile or missile is

intended to be projected into or through the air during play of a game, and note especially subclasses 362+ thereunder for a target which also acts as a projectile by virtue of its being projected into the air during use thereof (e.g., a clay pigeon, etc.).

SEE OR SEARCH CLASS:

- 124, Mechanical Guns and Projectors, for a centrifugally or mechanically operated projector, per se, which projects projectiles into the air.
- 200, Electricity: Circuit Makers and Breakers, subclasses 61.1+ for an electrical switch responsive to the action of a game or amusement piece.
- 446, Amusement Devices: Toys, for a toy device which may move over a surface.
- 473, Games Using Tangible Projectile, subclasses 52+ for a ball projectile used in a billiard or pool game, subclasses 125+ for a ball projectile used in a bowling game, subclasses 351+ for a ball projectile used in the game of golf, subclass 413 for a ball projectile used in the game of croquet, subclasses 516+ for a player-held implement, in general (e.g., a tennis racket, baseball bat, polo mallet, etc.) which is used to project a game projectile into the air by striking the same, and subclasses 569+ for a game projectile, in general, used in numerous other games such as baseball, tennis, basketball, football, hockey, lacrosse, pinball games, etc.

108.1 Simulated game (e.g., hockey, soccer, etc.):

This subclass is indented under subclass 108. A surface projectile game wherein any combination of the projector, projectile, game surface, or other game element is adapted or intended to mimic some or all of the features, action, rules, environment, or scoring of a game of physical sport or other athletic event.

- (1) Note. Although the sport or athletic event mimicked might normally include an aerial projectile, the projectile in this and indented subclasses is intended to remain in contact with the playing surface.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

317+, for an aerial projectile game that simulates a physical sport or athletic event.

108.2 Golf:

This subclass is indented under subclass 108.1. A surface projectile game wherein the game mimicked is a game commonly known as golf, wherein a participant attempts to project a projectile into an open hole in a surface or otherwise project the projectile toward a specified location on a generally horizontal surface in an attempt to have it stop at said specified location.

(1) Note. Although representative of a sport that utilizes an aerial projectile, the projectile in this and indented subclasses is intended to remain in contact with the playing surface.

108.21 Projector solely supported and controlled by participant:

This subclass is indented under subclass 108.2. A simulated golf game wherein the projectile is struck or pushed by an implement intended to be carried and manipulated only by a participant in the surface projectile game.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

108.5, for another simulated projectile game having a projector solely supported by a participant.

108.22 Manikin-type:

This subclass is indented under subclass 108.2. A simulated golf game wherein the projectile is struck or pushed by a movable figurine that resembles a person with a golf club.

108.3 Baseball:

This subclass is indented under subclass 108.1. A surface projectile game wherein the game mimicked is a game commonly referred to as baseball, wherein a participant, i.e., a batter, swings an elongated, generally cylindrical striking implement, i.e., a bat, in an attempt to strike an aerial projectile, i.e., baseball, thrown into a defined area above a playing surface by a participant, i.e., pitcher, on an opposing team.

(1) Note. Although representative of a sport that utilizes an aerial projectile, the projectile in this and indented subclasses is intended to remain in contact with the playing surface.

108.31 Mechanically pitched ball or projectile:

This subclass is indented under subclass 108.3. A simulated baseball game including a device intended to simulate a pitcher which is constructed and arranged to actively force the projectile over and in contact with the surface toward a defined area of the surface representing a batter's box, which may further include a device intended to simulate a batter constructed and arranged near the defined area to actively strike the projectile as it travels over the defined area of the surface.

108.32 Mechanically batted ball or projectile:

This subclass is indented under subclass 108.3. A simulated baseball game including a device intended to simulate a batter which is constructed and arranged to actively strike a projectile to cause it to travel over and in contact with the surface.

108.33 Movable surface:

This subclass is indented under subclass 108.3. A simulated baseball game wherein the projectile is advanced across the surface by vibrating, tilting, or otherwise translating the orientation of the surface.

108.4 Football:

This subclass is indented under subclass 108.1. A surface projectile game wherein the game mimicked is a game commonly known as football, where opposing teams of participants alternately have a given number of chances to carry a projectile across a line at an end of a defined play surface, to catch a thrown projectile in the air in a defined area past the end of the elongated play surface, i.e., end zone, or kick the projectile over a horizontal bar and between a pair of vertically extending bars located in the end zone, while the opposing team attempts to take the projectile away or physically stop the team having the number of chances from reaching the end line or end zone before the given number of chances have been used.

- (1) Note. Although representative of a sport that utilizes an aerial projectile, the projectile in this and indented subclasses is intended to remain in contact with the playing surface.
- 108.41 Movable surface:**
This subclass is indented under subclass 108.4. A simulated football game wherein the projectile is advanced across the surface by vibrating, tilting, or otherwise translating the orientation of the surface.
- 108.5 Projector solely supported by participant (e.g., hockey stick, finger, cue stick, etc.):**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes an implement arranged and intended to be carried and manipulated only by a participant in the surface projectile game.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
108.21, for a simulated golf game having a projector solely supported by a participant.
- 108.51 Projector translatable and rotatable about vertical axis:**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes a member constructed and arranged to be continuously repositioned over the game surface, wherein said member is further arranged to be pivoted about an axis perpendicular to the surface.
- 108.52 Projector translatable and rotatable about horizontal axis:**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes a member constructed and arranged to be continuously repositioned over the game surface, wherein said member is further arranged to be pivoted about an axis parallel to the surface.
- 108.53 Projector rotatable about vertical axis only:**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes a member constructed and arranged to be solely pivoted about an axis perpendicular to the surface.
- 108.54 Projector rotatable about horizontal axis only:**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes a member constructed and arranged to be solely pivoted about an axis parallel to the surface.
- 108.55 Projector having movable element and fixed with respect to game surface:**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes a member restricted from movement across the surface, wherein said member includes an element constructed and arranged to be repositionable with respect to the remainder of the member.
- 108.56 Projector translatable only or translatable with movable element:**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes a member that is constructed and arranged to be continuously repositioned over the game surface, wherein said member may further include an element constructed and arranged to be repositionable with respect to the remainder of the member.
- 108.57 Fluid-pressure projector:**
This subclass is indented under subclass 108.1. A simulated game wherein a device for forcing the projectile over and in contact with the surface includes apparatus having means for ejecting a blast of air or water at the projectile.
- 109** This subclass is indented under subclass 108. Games in which the surface is moving or adapted to be moved.
- 110** This subclass is indented under subclass 109. Games in which the movement is about a pivot.

- 111** This subclass is indented under subclass 109. Games in which, on the surface, usually as hazards, there are pivoted gatelike members to deflect the movement of the projectile from the desired course.
- 112** This subclass is indented under subclass 109. Games in which the surface is arranged in the form of a spiral path.
- 113** This subclass is indented under subclass 109. Games in which pockets are provided into which the projectile passes.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
398+, for similar pocketed targets for aerial projectiles.
- 114** This subclass is indented under subclass 113. Games in which the projectile is a globule of mercury.
- 115** This subclass is indented under subclass 113. Games in which the pocket is formed in the surface, usually merely a depression therein.
- 116** This subclass is indented under subclass 115. Games in which some or all of the pockets are hazards which are to be avoided.
- 117** This subclass is indented under subclass 113. Games in which the pocket is also capable of movement over the surface.
- 118** This subclass is indented under subclass 108. Games in which the projectile is in the form of a ball, usually a marble.
- SEE OR SEARCH CLASS:
200, Electricity: Circuit Makers and Breakers, subclass 61.11 for electrical switches responsive to the action of a ball of a game or amusement device.
- 119** This subclass is indented under subclass 118. Games in which there is combined and attached to the surface a mechanical means for projecting the ball.
- SEE OR SEARCH CLASS:
124, Mechanical Guns and Projectors, appropriate subclass for mechanical aerial projectors, per se.
473, Amusement Devices: Games, subclass 5 for a billiard or pool table or gameboard with a mechanical means for projecting a billiard or pool ball; subclass 45 for a mechanically operated means, per se, for projecting a billiard or pool ball; and subclass 107 for a mechanical means for projecting a bowling ball.
- 120** This subclass is indented under subclass 119. Games in which the projection of the ball is accomplished by gravity.
- 121** This subclass is indented under subclass 119. Games in which the ball is projected in one direction and means is provided for changing its course to return it in a direction substantially parallel to its first projected course.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
124, for pocketed surface projectile ball games with a return course.
138.3, for gravity-propelled chance element with a nearly vertical playing surface.
- SEE OR SEARCH CLASS:
473, Amusement Devices: Games, subclass 106 for a bowling game in which the path of movement of the ball is curved or changed by a ball handling or diverting means.
- 122** This subclass is indented under subclass 119. Games in which the ball after perfecting a count or score is returned to a point easily accessible to the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
394+, for similar ball return devices used with targets for aerial projectiles.
- 123** This subclass is indented under subclass 118. Games in which the playing surface is provided with pockets.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:
398+, for similar pocketed targets for aerial projectiles.
- 124** This subclass is indented under subclass 123. Games in which the ball is projected in one direction and means is provided for changing its course to return it in a direction substantially parallel to its first projected course.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
121, for pocketed surface projectile ball games with a return course, that are combined with projectors.
- SEE OR SEARCH CLASS:
473, Amusement Devices: Games, subclass 106 for a bowling game in which the path of movement of the ball is curved or changed by a ball handling or diverting means.
- 125** This subclass is indented under subclass 123. Games in which the ball after perfecting a count or score is returned to a point easily accessible to the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
394+, for similar ball return devices used with targets for aerial projectiles.
- 126** This subclass is indented under subclass 108. Games in which the projectile has the form of a disk or ring which rolls on its edge or slides over the surface.
- (1) Note. The projectile need not be circular but must be of flattened form.
- 127** This subclass is indented under subclass 108. Devices comprising targets for use in surface projectile games.
- SEE OR SEARCH CLASS:
446, Amusement Devices: Toys, subclasses 4+ for a toy having portions which are knocked apart or awry by impact.
- 473, Amusement Devices: Games, subclasses 118+ for a bowling pin, per se, which constitutes the target for a bowling game.
- 129** This subclass is indented under subclass 108. Devices comprising projectors for use in surface projectile games.
- SEE OR SEARCH CLASS:
124, Mechanical Guns and Projectors, appropriate subclass for mechanical aerial projectors.
- 138.1 Chance Devices:**
This subclass is indented under the class definition. Devices which might be of themselves games or elements of games in which the element of luck or random happening (i.e., chance) is alone the function of the device.
- SEE OR SEARCH CLASS:
463, Amusement Devices: Games, subclasses 1+ for a chance device including electronic data processing, especially 10+ for a game requiring strategy or problem solving ability; and 16+ for a chance application, especially 22+ for a random number generator or equivalent.
- 138.2 Electric or magnetic:**
This subclass is indented under subclass 138.1. A chance device in which the property of magnetism or electricity is utilized to effect an element of chance.
- SEE OR SEARCH CLASS:
463, Amusement Devices: Games, subclasses 1+ for a chance device including electronic data processing, especially subclasses 10+ for a game requiring strategy or problem solving ability; and subclasses 16+ for a chance application, especially subclasses 22+ for a random number generator or equivalent.
- 138.3 Gravity-propelled chance element randomly traverses or enters alternative paths:**
This subclass is indented under subclass 138.1. A chance device including structure defining a plurality of channels, tunnels, or other possible courses for a chance element to pass through or

fall into; and a chance element, which when allowed to drop from an upper end of the chance device, will haphazardly negotiate its way through one of various possible courses toward a lower end of the chance device, or drop randomly into and come to rest in one of the plurality of channels, tunnels, etc.

- (1) Note. A common structure found in this subclass for defining a plurality of alternative paths is a vertical surface having a plurality of pegs projecting therefrom, which pegs are randomly hit by a chance device as it falls through the pegs, the chance element then bouncing randomly into or through a path defined by an area between pegs.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 118+, for a surface-projectile ball game, especially subclass 121 for one with a nearly vertical playing surface for a gravity return course (e.g., Pachinko, etc.).

SEE OR SEARCH CLASS:

- 446, Amusement Devices, Toys, subclasses 168+, for a toy including an unattached gravity-propelled element (e.g., marble runway, etc.).

138.4 Plural external receivers (e.g., plural dispensers, etc.):

This subclass is indented under subclass 138.3. A chance device including a gravity-propelled chance element wherein the chance device structure includes more than one container to randomly receive and halt the motion of a falling chance element, and further wherein each container is open, or arranged to be opened by a participant via a door or other removable closure means, for removable access of a chance element resting therein.

- (1) Note. The containers of this subclass and the plurality of channels, tunnels, etc. of the previous subclass (into which the chance element may randomly drop into and come to rest) may be one and the same structure.

SEE OR SEARCH CLASS:

- 221, Article Dispensing, for an article dispenser not otherwise provided for. An article dispenser, per se, of the type often included as a subcombination of a chance device is classified in Class 221.

138.5 Liquid-filled path:

This subclass is indented under subclass 138.3. A chance device including a gravity-propelled chance element further including a nongaseous fluid contained within at least one of the possible courses.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 138.1, for a liquid-filled path for a chance device that will rise through the liquid via its buoyancy; and
457+, for apparatus under the class definition including structure for surrounding a quantity of liquid or gas.

SEE OR SEARCH CLASS:

- 446, Amusement Devices: Toys, subclass 166, for a toy operated by gravity-fed fluent material, and subclass 267 for a toy that includes an enclosed liquid.

- 139** This subclass is indented under subclass 138.1. Chance devices having separately hidden or concealed data of various count value and means whereby a chance selection can be made.

- 140** This subclass is indented under subclass 139. Chance devices in which the chance selection is made by hooking a member from among others each of which has a different value.

- 141** This subclass is indented under subclass 138.1. Chance devices in which a rotated pointer can upon coming to a still position indicate counts of varying values upon a member supporting the pointer.

- 142** This subclass is indented under subclass 138.1. Chance devices in which a rotated disk or disks can upon coming to a still position indicate counts of varying values by means of the position of a part of the disk or disks relative to a definite point.

- 143** This subclass is indented under subclass 142. Chance devices in which the counts are placed on the edge of the disk or disks.
- 144** This subclass is indented under subclass 138.1. Devices for mixing and dispensing lots.
- 145** This subclass is indented under subclass 144. Devices for mixing and dispensing dice.
- 146** This subclass is indented under subclass 138.1. Devices comprising dice, per se.
- 147** This subclass is indented under subclass 138.1. Devices comprising tops, per se.
- SEE OR SEARCH CLASS:
446, Amusement Devices: Toys, appropriate subclasses for toy devices which move through the air.
- 148** This subclass is indented under the class definition. Devices used as accessory means for playing games.
- SEE OR SEARCH CLASS:
40, Card, Picture, or Sign Exhibiting, subclass 27.5 for poker chips and the like.
463, Amusement Devices: Games, subclass 47 for an accessory for a game, etc., under the class definition that includes electronic data processing, and subclass 49 for an accessory for a simulated-projectile game.
- 149** This subclass is indented under subclass 148. Devices for shuffling and dealing cards.
- 150** This subclass is indented under subclass 148. Devices for holding hands of cards or similar game playing elements.
- 151** This subclass is indented under subclass 150. Devices in which the hands are intended for subsequent replaying as in duplicate games.
- 153** This subclass is indented under the class definition. Devices known as puzzles.
- 154** This subclass is indented under subclass 153. Puzzles in the shape of ovoids that can by manipulation be so balanced that they will stand on end.
- 155** This subclass is indented under subclass 153. Puzzles in which the solution is obtained by folding or relatively-moving strips or disks.
- 156** This subclass is indented under subclass 153. Puzzles in which the solution is obtained by taking apart or putting together two or more interrelated or interconnected parts.
- 157** This subclass is indented under subclass 156. Puzzles in which the parts when put together form geometrical figures, pictures, or maps.
- 158** This subclass is indented under subclass 156. Puzzles in which the parts are formed of bent wire.
- 159** This subclass is indented under subclass 156. Puzzles in which at least one of the parts is a flexible cord or strip.
- 160** This subclass is indented under subclass 156. Puzzles in which the parts of an interconnected whole are formed of interfitting mortised sections in the form of blocks.
- 161** This subclass is indented under the class definition. Devices for telling fortunes.
- 236** **BOARD GAMES, PIECES, OR BOARDS THEREFOR:**
This subclass is indented under the class definition. Games or game structure wherein a competitive and amusing contest of skill or chance is engaged in by two or more participants using one or more surfaces having a pattern or confining region with which at least one contest element or the equivalent thereof is intended to cooperate, and where the results of the contest can be indicated according to definite rules (e.g., scoring).
- (1) Note. Contest elements or boards which are disclosed as being used in a board game, but are claimed per se are classified in this subclass and the indented subclasses.

- (2) Note. A game in which a participant competes against a device which electronically duplicates a board game, or a board game that includes electronic data processing, is outside of this class. See Search Notes, below.
- (3) Note. Contest surfaces having patterns or confining regions with which the participants' bodies or portions thereof constitute the sole contest elements are not considered proper for this subclass and are found in subclass 444.
- (4) Note. Games which only measure one or more of a participant's senses, or the physical speed or dexterity with which a participant can accomplish a certain task relative to another participant or to a fixed standard, and do not involve any strategic or change controlled placement of contest elements onto a surface having a pattern or confining region are not considered proper for this subclass and are found in subclasses 440+.

SEE OR SEARCH CLASS:

- 434, Education and Demonstration, appropriate subclasses for educational apparatus having a board and one or more pieces intercooperating with each other for an educational purpose, but not used in a board game as defined in this subclass (236).
- 473, Games Using Tangible Projectile, subclass 414 for a projectile game commonly known as hopscotch, which game utilizes a playing area defined by lines forming a diagram having several compartments, and wherein a player first tosses a game projectile into one of the compartments and then moves from one compartment to another in a prescribed manner.

237 Electrical:

This subclass is indented under subclass 236. Game structure in which (1) the surface having a pattern or confining region, (2) the contest element or the equivalent thereof, or (3) any structure connected to the surface or contest

element is electrical in nature or contains an electrical component.

238 Removable and discrete game piece changes status of circuit:

This subclass is indented under subclass 237. Game structure in which at least one removable and discrete contest element is adapted to cause an electrical change in status of an electrical circuit (e.g., complete or break an electrical circuit) upon placement onto or removal from the surface having the pattern or confining region.

239 Magnetic:

This subclass is indented under subclass 236. Game structure in which the surface having a pattern or confining region, or the contest element or the equivalent thereof is magnetic in nature or contains a magnetic component.

SEE OR SEARCH THIS CLASS, SUBCLASS:

237+, for electrical magnets used in a board game.

240 Markable or erasable game board or piece (e.g., magic slate):

This subclass is indented under subclass 236. Game structure in which either the surface having a pattern or confining region, or at least one of the contest elements are adapted and intended to have indicia permanently or erasably marked thereon by the participants using such means as a pen, pencil, crayon, chalk, grease pencil, ink stamp, stylus, etc.

241 Having three-dimensional pattern:

This subclass is indented under subclass 236. Games in which (1) the surface is formed from a plurality of discrete members which are located in different planes (e.g., tiered, stepped), at least two of the members contain a portion of the entire pattern thereon and these members are divided into plural spaces; (2) the pattern or confining region covers a major portion of the periphery of a structure having three dimensions (e.g., cubes, spheres, cylinders); or (3) the surface has a pattern divided into plural contest element receiving spaces, at least some of the spaces having additional means for supporting or constraining distinct contest elements in perpendicular alignment relative to the spaces.

- 242 Piece moves over board having pattern:**
This subclass is indented under subclass 236. Games in which the surface has a pattern divided into plural spaces, and at least one contest element moves over the pattern in accordance with rules which relate the amount of movement over the pattern to the spaces.
- 243 Chance device controls amount or direction of movement of piece:**
This subclass is indented under subclass 242. Games wherein either the amount or direction of the movement of the contest element over the pattern is controlled by a chance device.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
430+, for apparatus wherein a problem is presented to a participant in the form of a question.
- 244 Sports or outdoor recreational activities:**
This subclass is indented under subclass 243. Games in which some or all of the actions or features of a known sport, athletic contest, or outdoor recreational activity (e.g., football, hunting, fishing, camping) are represented.
- 244.1 Baseball:**
This subclass is indented under subclass 244. A game wherein the sport represented is a game commonly referred to as baseball, wherein a participant swings an elongated, generally cylindrical striking implement (i.e., bat) in an attempt to strike an aerial projectile thrown into a defined area above a playing surface by a participant on an opposing team.
- 244.2 Having cards or tiles:**
This subclass is indented under subclass 244.1. A simulated baseball game wherein the chance device includes a plurality of indicia bearing elements intended and arranged for random selection.
- 245 Golf:**
This subclass is indented under subclass 244. Games in which the sport represented is golf.
- 246 Racing:**
This subclass is indented under subclass 244. Games in which the sport, athletic contest, or outdoor recreational activity represented is a race (e.g., horse, auto, boat).
- 247 Football or soccer:**
This subclass is indented under subclass 244. Games in which the sport represented is either football or soccer.
- 248 Race to a finish (e.g., backgammon):**
This subclass is indented under subclass 243. Games wherein each participant is provided with a set of one or more contest elements, at least a portion of the set is intended to be moved between a starting location and a finish location on the pattern, each set is initially equal in number to all other sets in the contest, and the contest ends when one of the participants moves a specified number of his elements to their finish location.
- 249 With common finish (e.g., parchisi):**
This subclass is indented under subclass 248. Games in which all of the sets of contest elements share a common finish location of the pattern.
- 250 Outer space or astronomy:**
This subclass is indented under subclass 249. Games in which the pattern or the contest elements have included thereon indicia representative of some or all aspects of outer space or astronomy.
- 251 Travel or exploration:**
This subclass is indented under subclass 249. Games wherein either (1) at least one portion of a journey or voyage is represented, (2) one or more steps in the investigation of an unknown region or culture is represented, or (3) a search for an object or resource is represented.
- 252 Travel or exploration:**
This subclass is indented under subclass 248. Games wherein either (1) at least one portion of a journey or voyage is represented, (2) one or more steps in the investigation of an unknown region or culture is represented, or (3) a search for an object or resource is represented.

- 253 Outer space or astronomy:**
This subclass is indented under subclass 243. Games in which the pattern or the contest elements have included thereon indicia representative of some or all aspects of outer space or astronomy.
- 254 Travel or exploration (e.g., touring, treasure hunt, archeology):**
This subclass is indented under subclass 243. Games wherein either (1) at least one portion of a journey or voyage is represented, (2) one or more steps in the investigation of an unknown region or culture is represented, or (3) a search for an object or resource is represented.
- 255 Military or naval engagement:**
This subclass is indented under subclass 243. Games in which some or all of the actions or features of a military or naval campaign, engagement, or battle are represented.
- 256 Property or commodity transactions:**
This subclass is indented under subclass 243. Games wherein some of the transactions which commonly occur in a real properties or commodities exchange are represented.
- 257 Judicial, legislative, or election process:**
This subclass is indented under subclass 243. Games wherein at least one step in a judicial, legislative, or election proceeding or process is represented (e.g., party nomination, floor vote).
- 258 Strategic race to a finish (e.g., Chinese checkers):**
This subclass is indented under subclass 242. Games wherein each participant controls the movement of a set of one or more contest elements, at least a portion of the set is intended to be moved from a starting location to a finish location on the pattern, each set is equal in number and equivalent in power to all other sets in the contest, and the contest ends when one of the participants moves a specified number of his elements to their finish location.
- 259 Sports or outdoor recreational activities:**
This subclass is indented under subclass 242. Games in which some or all of the actions or features of a known sport, athletic contest, or outdoor recreational activity (e.g., football, hunting) are represented.
- 260 Chess or checker type:**
This subclass is indented under subclass 242. Games wherein each participant controls the movement of a group of several contest elements initially equal in number and equivalent in power to all other groups in the contest, the contest normally ends when one of the participants captures all the elements or the principal element of the other one or more participants without losing all or the principal element of his group.
- 261 Nonrectangular or extended pattern:**
This subclass is indented under subclass 260. Games in which the pattern has a nonrectangular peripheral configuration, or the pattern consists of a central portion which is at least partially surrounded by a plurality of peripherally extended, wing-like portions.
- 262 Military or naval engagement:**
This subclass is indented under subclass 242. Games in which some or all of the actions or features of a military or naval campaign, engagement, or battle are represented.
- 263 Chase type (e.g., fox and geese):**
This subclass is indented under subclass 242. Games in which each participant controls the movement of a set of contest elements, at least one set of which has a lesser number of elements than all other sets in the contest, or it has a greater power (i.e., the elements have a greater freedom of movement) than all other sets in the contest, and the participant or participants who control the set or sets of contest elements having the greater number or lesser power endeavor to capture or immobilize (i.e., trap) the elements of the set having the lesser number or greater power.
- 264 Alignment games (e.g., morris, mill):**
This subclass is indented under subclass 242. Games in which each participant endeavors to place a specified number of his contest elements into consecutively adjacent spaces of the pattern to thereby form a specified arrangement or arrangements.

- 265 Salvo type:**
This subclass is indented under subclass 236. Games in which the participants assume the alternate roles of attacker and defender or code maker and code breaker, the defender or code maker positions a plurality of distinguishable contest elements or the equivalents thereof into various selectable and defined locations on a portion of the pattern which is visually hidden from the view of the attacker or code breaker, the attacker or code breaker then attempts, by a series of arbitrary or calculated guesses, to determine the precise locations (and, often, the type) of the defender's or code maker's prepositioned contest elements.
- 266 Nim type (i.e., game of take away):**
This subclass is indented under subclass 236. Game in which a plurality of contest elements common to all participants are located on the pattern or confining region, and each participant alternately in turn removes or equivalently removes from the pattern or confining region (e.g., by shifting into out-of-play positions) one or more of the elements, the contest ends when one of the participants removes or equivalently removes the last remaining contest element from the pattern or confining region.
- 267 Completing square type:**
This subclass is indented under subclass 236. Games in which the pattern comprises a plurality of like geometrical areas and each participant alternately places in turn contest elements on the boundaries of the geometrical areas, the objective is for each participant to complete and thereby own geometrical areas by being the participant who places the last contest element which encloses or completes the outline of a geometrical area, the contest ends when all of the geometrical areas of the pattern have been enclosed or when specified geometrical area has been enclosed.
- 268 Dice board and number plate type:**
This subclass is indented under subclass 236. Games in which the pattern includes a plurality of distinguishable indicia which are randomly selectable by means of a chance device and contest elements for covering or equivalently covering the chance selected indicia, each participant during this turn starts with a totally uncovered pattern and continues to operate the chance device and to cover the indicia indicated thereby until he is unable to cover any of the still exposed indicia thereby ending his turn.
- 269 Lotto or bingo type:**
This subclass is indented under subclass 236. Games in which each participant is provided with at least one pattern distinct from all other patterns used in the contest, each pattern is formed from a plurality of distinguishable and randomly selectable indicia, and each participant places contest elements or their equivalent onto randomly selected indicia located on his patterns, the contest ends when the elements of one of the participants forms a specified arrangement on his pattern.
- 270 With attached pieces:**
This subclass is indented under subclass 269. Games wherein the contest elements are permanently connected to the pattern but are selectively movable relative to the pattern.
- 271 Alignment games (e.g., tic-tac-toe, gomoko):**
This subclass is indented under subclass 236. Games including at least one pattern formed from a plurality of discrete areas and each participant places contest elements or their equivalent into unoccupied areas, the contest ends when one of the participants has placed a specified number of his contest elements into consecutively adjacent areas of his pattern to thereby form a specified arrangement or arrangements.
- 272 Word, sentence, or equation forming (e.g., SCRABBLE, hangman):**
This subclass is indented under subclass 236. Games wherein the contest elements are used to form words, sentences, or equations.
- 273 Memory or matching games (e.g., concentration):**
This subclass is indented under subclass 236. Games in which (1) the locations of a plurality of contest elements randomly positioned on the pattern are concealable from and selectively revealable to the view of all of the participants and during the contest the participants endeavor to find the locations on the pattern of concealed contest elements, or (2) a plurality of contest elements or various discrete areas of

- the pattern have distinguishable configurations or indicia thereon, at least some of the configurations or indicia are alike or have a specified correspondence, the participants during the contest endeavor to match like or corresponding configurations or indicia between various contest elements, between discrete areas of the pattern, or between contest elements and discrete areas of the pattern.
- 274 Betting or wagering board (e.g., casino):**
This subclass is indented under subclass 236. Games in which the one or more surfaces having a pattern include thereon indicia representative of various possible chance outcomes or results which are randomly selectable throughout the contest by a chance device, each participant indicates a selected number of chance result indicia (i.e., his selected bets or wagers) and the number of contest elements he wishes to risk (i.e., the amount of his bets or wagers).
- 275 Path forming:**
This subclass is indented under subclass 236. Games in which a plurality of contest elements are intended to form at least some portions of a continuous uninterrupted line or lines when placed on the pattern or confining region, the line or lines are to be formed either from (1) at least one specified area of the pattern or confining region to another specified area, or (2) into at least one closed endless track or path by the sequential placement of contest elements on the pattern or confining region alternately by the participants.
- 276 Construction or assembly games:**
This subclass is indented under subclass 236. Games wherein the contest elements are selected randomly and are used either to construct a specified object on the pattern or confining region or to cooperate with the pattern or confining region to form a specified object, the contest ends when the specified object is completed.
- 277 Sports or outdoor recreational activities:**
This subclass is indented under subclass 236. Games in which some or all the actions or features of a sport, athletic contest, or outdoor recreational activity (e.g., golf, bowling, hunting) are represented.
- 278 Property or commodity transaction (e.g., stock market):**
This subclass is indented under subclass 236. Games wherein some of the transactions which commonly occur in a real properties or commodities exchange are represented.
- 279 Judicial, legislative, or election process:**
This subclass is indented under subclass 236. Games wherein at least one step in a judicial, legislative, or election proceeding or process is represented (e.g., party nomination, floor vote).
- 280 Rotatably mounted board:**
This subclass is indented under subclass 236. Game structure wherein the surface having a pattern or confining region is located on a supporting member, and the surface pivots or rotates relative to the supporting member or the supporting member itself contains structure so as to facilitate pivoting or rotation of the surface.
- 281 Game board having movably attached piece:**
This subclass is indented under subclass 236. Game structure in which the contest element is permanently connected to the surface having a pattern but is selectively movable relative to the surface.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
270, for lotto or bingo type games which use boards having movably attached game pieces.
- 282.1 Removably interfitting or detachably adhesive board and piece:**
This subclass is indented under subclass 236. Game structure in which the contest element and the pattern or confining region of the surface have coacting means thereon or therein for releasably interlocking or attaching the contest element to the pattern or confining region.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
239, for magnetic attachment between the contest element and the pattern.

282.2 Detachably adhesive:

This subclass is indented under subclass 282.1. Game structure wherein the coating means causes the contest element to releasably adhere to the pattern or confining region.

- (1) Note. Means to cause substantially an attachment at a surface interface between the contest element and pattern, such as a hook and loop fastener, e.g., VELCRO®4121; sticky material, etc. are classified here.

282.3 Board projection engagable with piece:

This subclass is indented under subclass 282.1. Game structure wherein the coating means comprises an outwardly extending protrusion from the pattern or confining region for releasably interlocking with the contest element.

283 Game board having pattern separable into sections:

This subclass is indented under subclass 236. Game structure in which separate, discrete pattern sections are intended to be releasably interconnected or fitted together to form the pattern or confining region of the surface.

284 Game board having interchangeable, variable, or plural distinct playing patterns:

This subclass is indented under subclass 236. Game structure wherein one or more surfaces are provided with a plurality of different patterns in order to play a plurality of different games or a pattern which may be altered before or during the course of the game.

- (1) Note. Included in this subclass are, for example, (1) plurality of surfaces or surface sections, each having a different pattern thereon; (2) a single surface having a plurality of different patterns thereon; or (3) a single surface in which the pattern or the size thereof may be altered.

285 Collapsible board (e.g., folding):

This subclass is indented under subclass 236. Game structure wherein the surface having a pattern rolls up, folds, or otherwise collapses.

286 Flexible sheet type:

This subclass is indented under subclass 285. Game structure wherein the surface having a pattern is made from either flexible sheet material, or small, discrete, rigid sections permanently interconnected together by flexible material.

287 Game board structure:

This subclass is indented under subclass 236. Game structure comprising the configuration or physical structure of (1) the surface having a pattern of confining region, or (2) a member on which the surface is located.

- (1) Note. Mere decorative or information transmitting indicia, including the surface's pattern or confining region, is not considered adequate structure for placement into this subclass.
- (2) Note. This subclass may include structure other than the surface having a pattern.

288 Game piece:

This subclass is indented under subclass 236. Game structure consisting of the contest element which is intended to cooperate with the surface having a pattern or confining region.

289 With movably attached part:

This subclass is indented under subclass 288. Contest element having two or more relatively movable, interconnected portions.

290 Stackable or nestable feature:

This subclass is indented under subclass 288. Contest element having a protuberance or geometric shape which allows the stacking or nesting of elements during the course of the game or after for storing and transporting of the elements.

291 Weighted or reversible (e.g., for different game):

This subclass is indented under subclass 288. Contest element wherein either (1) the lower portion of the element has a density different from that of the upper portion, or (2) the element has distinguishable characteristics on opposite sides, which characteristics are used

to indicate a change in status of the element during the contest.

292 CARD OR TILE GAMES, CARDS OR TILES THEREFOR:

This subclass is indented under the class definition. Games or game structure in which contest elements having playing indicia located thereon (e.g., cards, dominoes) are intended to interact with each other in a competitive and amusing contest of skill or chance between two or more participants, and the results of the contest can be indicated according to definite rules.

- (1) Note. Contest elements which are disclosed as being used in a card or tile game, but are claimed, per se, are classified in this subclass and the indented subclasses.
- (2) Note. The contest elements are not considered to interact in a contest if they are intended to serve only a supplementary contest function (e.g., scoring, accessory means).
- (3) Note. Games which only measure the physical speed or dexterity with which a participant can accomplish a certain task relative to another participant or to be fixed standard, and do not involve any strategic or chance controlled interaction between contest elements are not considered proper for this subclass and are found in subclasses 440+.

SEE OR SEARCH THIS CLASS, SUBCLASS:

288+, for game pieces which are intended to be used in a board game.

SEE OR SEARCH CLASS:

434, Education and Demonstration, appropriate subclasses, e.g., subclass 347 for cards or tiles provided with indicia used for educational purposes, but not used in a card or tile game as defined in this subclass (292).

293 Card or tile structure:

This subclass is indented under subclass 292. Game structure wherein at least one contest element either (1) is constructed from a partic-

ular material, (2) has an external boundary other than the common rectangular, (3) has indicia located thereon other than mere printed indicia, (4) is formed in a specified manner, (5) has one or more appendages thereon, or (6) has one or more apertures extending through the contest element.

SEE OR SEARCH CLASS:

- 106, Compositions: Coating or Plastic, appropriate subclasses for coating and plastic compositions, per se, used in making cards with or without some general indicia.
- 428, Stock Material or Miscellaneous Articles, appropriate subclasses for single or plural layer webs or sheets suitable for playing cards, and which may be of some configuration other than rectangular (e.g., circular, subclasses 64.1+) or of some physical dimension (e.g., subclasses 220 and 332+) with or without some general indicia.

294 Playing surface having nonrectangular perimeter:

This subclass is indented under subclass 293. Game structure wherein at least part of the playing indicia of one of the contest elements is located on a surface which has an outer boundary or circumference of other than common rectangular configuration.

295 Material:

This subclass is indented under subclass 293. Game structure in which the contest element is constructed from a particular material.

296 With functional back indicia:

This subclass is indented under subclass 292. Contest elements in which at least one of the elements used in the contest has indicia, which serves a function other than mere ornamentation, located on a surface opposite to the one on which playing indicia appears.

297 Property or commodity transaction representation:

This subclass is indented under subclass 292. Games in which the playing indicia on individual contest elements is intended to represent an object or step that is normally present in a real properties or commodities exchange (e.g., stock market, real estate).

- (1) Note. The elements as used must be in the same manner as in the form of human endeavor which is represented.

298 Sports or outdoor recreational activities:

This subclass is indented under subclass 292. Contest elements in which the playing indicia on at least one element is intended to represent an object, contestant, or action that is normally present in a sport, athletic contest, or outdoor recreational activity (e.g., baseball, hunting, golf).

299 Word, sentence, or equation forming:

This subclass is indented under subclass 292. Games wherein the playing indicia located on the contest elements consist of symbols, letters, portions of words, or words by means of which two or more of the elements are used to make equations, works, or sentences.

SEE OR SEARCH CLASS:

434, Education and Demonstration, appropriate subclasses, e.g., subclass 208, 347 and 403 for blocks and cards provided with educational indicia in the form of numbers, letters, and words.

300 With quotation thereon:

This subclass is indented under subclass 292. Contest elements in which the playing indicia on at least one element includes a passage quoted or extracted from a book, speech, or document.

SEE OR SEARCH CLASS:

434, Education and Demonstration, particularly subclasses 172+ and 403 for cards or tiles provided with indicia used for educational purposes, but not used in a card or tile game as defined in subclass 292.

301 With musical indicia:

This subclass is indented under subclass 292. Contest elements in which the playing indicia on at least one element includes some of the printed or written matter commonly found in the printed or written score of a musical composition.

SEE OR SEARCH CLASS:

84, Music, subclass 476 for blocks or cards having musical characters thereon, but not used in a card or tile game as defined in subclass 292.

302 With educational data:

This subclass is indented under subclass 292. Contest elements in which the playing indicia on one or more of the elements includes educational facts (e.g., statistical, historical, political, geos:graphical).

SEE OR SEARCH CLASS:

434, Education and Demonstration, particularly subclasses 172+ and 403 for cards or tiles provided with indicia used for educational purposes, but not used in a card or tile game as defined in subclass 292.

303 Suits:

This subclass is indented under subclass 292. Contest elements in which at least some of the elements are grouped into two or more sets by their playing indicia and have an equal number of elements in each set, every set having suit designation indicia, other than numerical, common to all the elements of that set and distinct value designation indicia for each element of the set, all of the element value designations indicia of one set being repeated in all other sets.

304 With supplementary indicia:

This subclass is indented under subclass 303. Contest elements wherein the playing indicia on at least some of the elements of the sets includes indicia in addition to the suit or value designation indicia.

- (1) Note. Mere multiple equivalent suit or value designations which do not vary the suit arrangement or element values of the two or more sets are not considered to be supplementary indicia.

305 Indexing:

This subclass is indented under subclass 303. Contest elements wherein the playing indicia on the elements of the sets includes secondary suit or value designation indicia by which the suit and value of an element can be readily dis-

tinguished without exposing all or a relatively large portion of the playing indicia, or by which the elements can be readily sorted.

306 With auxiliary or accessory card or tile:

This subclass is indented under subclass 303. Contest elements in which an element not belonging to any particular set is used in the contest.

307 Rearranged basic indicia:

This subclass is indented under subclass 292. Contest elements in which the elements are divided into one or more sets of at least three elements each, portions of the playing indicia on all the elements of a set being the same but having different areas of this indicia accentuated or rearranged on the individual elements of the set.

308 With representations of persons or objects and names associated therewith:

This subclass is indented under subclass 292. Contest elements in which the playing indicia of at least some of the elements includes the representation of a person or object and a name normally associated therewith.

309 Game supporting tables or surfaces:

This subclass is indented under subclass 148. Devices comprising a table or a supporting surface having structure which facilitates the playing of a game thereon.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

287, for game tables or boards having patterns with which game pieces cooperate in the playing of a game.

SEE OR SEARCH CLASS:

108, Horizontally Supported Planar Surfaces, especially subclass 25 for horizontal surfaces on which a game may be played, but not having structure for facilitating the playing of the game.

317 AERIAL PROJECTILE GAME; GAME ELEMENT (E.G., TARGET, ETC.) OR ACCESSORY THEREFOR OTHER

THAN PROJECTOR OR PROJECTILE, PER SE:

This subclass is indented under the class definition. Subject matter relating to a game in which a projectile or missile is thrown, projected, impelled, or otherwise launched into or through the air during play thereof and wherein one or more players attempt to achieve a defined game objective using such projectile or missile, the achievement of which requires some degree of skill on the part of the player(s), which game comprises (a) a defined structure constituting a point of aim for, and which is intended to indicate the correctness of aim of, a game projectile or missile when it is thrown, projected, impelled, or otherwise launched into or through the air thereat by a player, (b) any other game component (other than a projectile or missile, per se, or an implement or device, per se, for projecting such a projectile or missile) which may be used to play the type of game included herein, or (c) an ancillary device or means which is adapted and intended to be used with or for a game component included herein unless it is provided for elsewhere.

(1) Note. This subclass (along with its indents) follows in hierarchy after the last occurring subclass in the Class 473 schedule (i.e., after subclass 473/615). See the Search Note to Class 273 in the Class Definition of Class 473 for further elaboration.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

108+, for a surface projectile game (including a target or other game component therefor other than a projectile, per se) in which a projectile is intended to travel upon a surface at all times during play of the game.

138.1+, for an object (e.g., a marble used with a roulette wheel, a die, or a top, etc.) acting either, per se, as, or as part of, a chance device in which the element of chance is alone the function of the device or which might be of itself a game or a component of a game.

362+, for a target which also acts as an aerial projectile (e.g., a clay pigeon which is intended to be launched from a target trap, etc.).

SEE OR SEARCH CLASS:

- 102, Ammunition and Explosives, sub-classes 501+ for projectiles explosively fired through a gun barrel and projectiles for cleaning gun barrels.
- 124, Mechanical Guns and Projectors, for a centrifugally or mechanically operated projector, per se, which project projectiles into the air.
- 446, Amusement Devices: Toys, for a toy device which moves through the air, particularly subclasses 30+ for a toy tethered fixed-wing aircraft, and subclasses 34+ for a toy which is aerodynamically supported or retarded (e.g., a flying saucer located in subclasses 46+, etc.).
- 473, Games Using Tangible Projectile, for a game which uses a tangible game projectile, in general, appropriate subclasses for such a game projectile, per se, subclasses 505+ for a player-held implement (e.g., a lacrosse stick, etc.) for both projecting a game projectile into the air and catching a game projectile moving through the air, subclasses 516+ for a player-held implement, in general (e.g., a tennis racket, baseball bat, etc.) which is used to project a game projectile into the air by striking the same. Note especially that subclass 317 follows in hierarchy after the last occurring subclass in the Class 473 schedule (i.e., after subclass 473/615). See the Search Note to Class 273 in the Class Definition of Class 473 for further elaboration.
- 482, Exercise Devices, particularly subclasses 20+ for a projectile, e.g., a javelin, shot, discus, etc., which is used in a track or field sport.

317.1 Simulated game:

This subclass is indented under subclass 317. An aerial projectile game wherein any combination of the projector, projectile, game surface, or other game element is adapted and intended to mimic some or all of the features, action, rules, environment, or scoring of a game of physical sport or other athletic event.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 108+, for a surface projectile game that simulates a physical sport or athletic event.

317.2 Golf:

This subclass is indented under subclass 317.1. An aerial projectile game wherein the game mimicked is a game commonly known as golf, wherein a participant attempts to aerially project a projectile into an open hole in a surface or otherwise aerially project the projectile toward a specified location on a generally horizontal surface in an attempt to have it stop at said specified location.

317.3 Basketball:

This subclass is indented under subclass 317.1. An aerial projectile game wherein the game mimicked is a game commonly known as basketball, wherein a participant attempts to aerially project a projectile into the top of an open container or tube (e.g., basket, cylindrical net, etc.) suspended above a surface (e.g., court, etc.).

317.4 Tennis:

This subclass is indented under subclass 317.1. An aerial projectile game wherein the game mimicked is a game commonly known as tennis, wherein a plurality of participants, arranged on both sides of a horizontally extending barrier that bisects a defined surface, alternately attempt to aerially project a projectile over the barrier and onto the defined surface.

317.5 Football:

This subclass is indented under subclass 317.1. An aerial projectile game wherein the game mimicked is a game commonly known as football, where opposing teams of participants alternately have a given number of chances to carry a projectile across a line at an end of a defined play surface, to catch a thrown projectile in the air in a defined area past the end of the elongated play surface, i.e., end zone, or kick the projectile over a horizontal bar and between a pair of vertically extending bars located in the end zone, while the opposing team attempts to take the projectile away or physically stop the team having the number of

chances from reaching the end line or end zone before the given number of chances have been used.

317.6 Baseball:

This subclass is indented under subclass 317.1. An aerial projectile game wherein the game mimicked is a game commonly known as baseball, wherein a participant swings an elongated, generally cylindrical striking implement (i.e., bat) in an attempt to strike an aerial projectile (i.e., baseball) thrown into a defined area above a playing surface by a participant on an opposing team.

317.7 Mechanically pitched ball or projectile:

This subclass is indented under subclass 317.6. A simulated baseball game including a device intended to simulate a pitcher, which is constructed and arranged to actively force the projectile, representing a baseball or baseball equivalent, toward a defined area representative of a batter's box, which may further include a device intended to simulate a batter constructed and arranged near the defined area to actively strike the projectile as it travels into the defined area, wherein the projectile is caused to be airborne by one of the devices.

317.8 Tethered ball or projectile:

This subclass is indented under subclass 317.7. A simulated baseball game wherein the aerial projectile is connected to a device constructed and arranged to limit travel of the projectile to a confined area.

317.9 Mechanically batted ball or projectile:

This subclass is indented under subclass 317.6. A simulated baseball game including a device intended to simulate a batter which is constructed and arranged to actively strike a projectile to cause it to become airborne.

329 Projectile tethered to hand-held, apertured manipulator:

This subclass is indented under subclass 317. Apparatus comprising a hand-held device and a projectile which is secured by a tether to the hand-held device and wherein the hand-held device includes a body member having an opening or aperture formed therein, and the relative dimensions of the opening or aperture and the projectile are such that the projectile is capable of passing entirely through the opening

or aperture upon manipulation of the hand-held device.

330 Projectile flexibly tethered to hand-held manipulator:

This subclass is indented under subclass 317. Apparatus comprising a hand-held device and a projectile which is secured by a flexible tether to the hand-held device and wherein the hand-held device includes a body member having a surface which is adapted to either (a) strike or bat the projectile, upon manipulation of the hand-held device, so as to project the projectile, or (b) be struck by the projectile, upon manipulation of the hand-held device, so as to project the projectile by rebounding it off the surface.

SEE OR SEARCH CLASS:

- 446, Amusement Devices: Toys, subclass 30 for tethered toy aircraft, and subclass 247 for other tethered toys.
- 473, Games Using Tangible Projectile, subclasses 575+ for a projectile having an attached tether or having means for attaching a tether thereto, particularly subclass 576 thereunder for a projectile having an attached tether which, in turn, has means adapted to be held by, carried by, or attached to a person, and see the Search Notes under subclass 575 for other locations for a tethered projectile.

331 Target and tethered projectile:

This subclass is indented under subclass 317. Apparatus including a target device which is particularly adapted for use as a mark or point of aim for a projectile and wherein the projectile is secured by a tether means either (a) to the target device itself, or (b) to a structure which is located or locatable in such a manner that the target device remains within the extent of the tether.

SEE OR SEARCH CLASS:

- 473, Games Using Tangible Projectile, for a tethered projectile or for a tethered practice projectile.

332 Tethered ring:

This subclass is indented under subclass 331. Apparatus wherein the projectile has the general configuration of an annulus.

333 Having indicator or indication by movement of target:

This subclass is indented under subclass 331. Apparatus wherein either (a) the target device includes means, actuatable or operable by the projectile, for providing or producing an indication that a projectile has correctly reach the target device or reached the point of aim portion thereof, or (b) the target device or the point of aim portion thereof is moved whenever a projectile impinges or impacts thereupon, and wherein the movement of the target device or the point of aim portion thereof provides or produces a visible indication that the projectile has correctly reached the target device or the point of aim portion thereof.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 371+, for target devices having electrically actuated or operated indicators.
- 378+, for similar target devices not associated with a tethered projectile.

334 Elastic tether:

This subclass is indented under subclass 333. Apparatus wherein the tether means is comprised of flexible, elastic means.

335 Elastic tether:

This subclass is indented under subclass 331. Apparatus wherein the tether means is comprised of flexible, elastic means.

336 Peg and ring game or pegged target therefor:

This subclass is indented under subclass 317. Game or apparatus therefor comprising either (a) a target device having the configuration of a generally postlike protuberance, or includes such a protuberance, and a projectile having means to enable it to at least partially encircle the target protuberance, or (b) a target device having the configuration of a generally postlike protuberance adapted to be used with a encircling-type projectile.

- (1) Note. A projectile having means to enable it to at least partially encircle a target protuberance includes such projectiles as quoits, horseshoes, rings, or other forms of ring equivalents.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 331+, for target devices associated with tethered projectiles, and particularly subclass 332, for target devices associated with ring-type projectiles.
- 343, for projectiles having a configuration enabling them to encircle or partially encircle a portion of a target device.

SEE OR SEARCH CLASS:

- 473, Games Using Tangible Projectile, subclass 589 and 591 for a projectile having a configuration enabling it to encircle or partially encircle a portion of a target device.

337 With mechanical projector:

This subclass is indented under subclass 336. Game or apparatus therefor including a mechanical means for throwing or impelling the projectile toward the target protuberance.

338 Having plural pegs:

This subclass is indented under subclass 336. Game or apparatus therefor wherein the target device includes a plurality of generally postlike protuberances mounted on a common base structure at a common target area.

- (1) Note. A pair of postlike protuberances, one located at one end of a common base structure and the other located at the opposite end of the base structure (as, for example, in the game of horseshoes), are not considered to be plural protuberances at a common target area. For placement in this and the indented subclass, each player's target device must comprise a plurality of postlike protuberances.

339 Structurally different or nonparallel longitudinal axes:

This subclass is indented under subclass 338. Game or apparatus therefor wherein (a) at least one postlike protuberance at a common target area has a peripheral configuration or size which is different from another postlike protuberance at the same target area, or (b) at least one postlike protuberance at a common target area has an axial orientation relative to the target area which is different from the axial orien-

tation of another postlike protuberance at the same target area.

340 Playing surface or projectile struck from below to project projectile:

This subclass is indented under subclass 317. Apparatus including a surface which is supported in such a manner as to enable the striking manipulation thereunder of a hand-held striking implement or of the hand, fist, or foot of the participant in order to project or impel a projectile resting on the surface into the air by striking either the projectile directly from below or the surface on which the projectile rests from below, and wherein (a) the surface has at least one closed periphery opening below which a portion of the projectile projects, or (b) the surface is imperforate and sufficiently yielding or elastic so that an impact from below will project or launch the projectile into the air.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 511 for a projector-catcher device with which an aerial projectile is similarly launched and with which an aerial projectile is also caught.

341.1 Tipcat game; accessory therefor:

This subclass is indented under subclass 317. Subject matter relating to a game, commonly known as tipcat, which uses a projectile comprising a body having a configuration such that, when it is lying upon a flat surface, one edge portion thereof is capable of being raised into the air whenever the opposite edge is forcibly struck or pressed upon (often the body is elongated and tapered at one or both ends thereof or simply tapered in configuration), the game being played with the projectile initially lying at rest upon a support surface and then forcibly struck from above on an end or edge portion thereof by player using a bat, club, stick, or other handheld striking implement so that the projectile is flipped end-over-end or edge-over-edge into the air and either (a) thereby projected directly toward one or more distantly located targets or fielders, or (b) subsequently reprojected toward one or more distantly located targets or fielders by being again batted by the player with the bat, club, stick, or other handheld striking implement while it is still in the air.

(1) Note. A structure adapted to support a projectile in order to facilitate its projection into the air, which projectile support structure being disclosed for use in the play of the type of game included herein, is included in this subclass.

(2) Note. The following game components disclosed for use in the play of the type of game defined herein are, per se, excluded from this subclass: a target device, per se, a device or implement, per se, for projecting a projectile, and a projectile, per se. See the search notes below for the location of such game components.

(3) Note. An ancillary device or means, which is adapted and intended to be used with or for a game component included herein, is included herein unless it is provided for elsewhere.

SEE OR SEARCH THIS CLASS, SUBCLASS:

348+, for a target, per se, which may be used during the play of a tipcat-type game.

SEE OR SEARCH CLASS:

124, Mechanical Guns and Projectors, for a centrifugally or mechanically operated projector, per se, which projects projectiles into the air.
473, Games Using Tangible Projectile, subclasses 516+ for a handheld implement, per se, for striking and thereby projecting a game projectile into the air, and subclass 592 for a tipcat projectile, per se.

342 Upwardly facing projectile-bounce surface:

This subclass is indented under subclass 317. Apparatus including a member having a surface facing vertically upward during use, which surface is intended to have a projectile thrown or projected thereat from above so that the projectile will strike or impact against the surface and be rebounded or reprojected therefrom.

(1) Note. The projectile-bounce surface is often either (a) located between two opposing participants who alternately

throw or project a ball onto the bounce surface and who alternately endeavor to catch the bounced ball or reproject the bounced ball back to the bounce surface, or (b) located between the projecting point and a target wherein a participant endeavors to throw or project a ball toward the bounce surface with the objective of bouncing the ball off the surface into the target.

343 Hooking or draping projectile and target therefor:

This subclass is indented under subclass 317. Apparatus including a projectile and a target device, wherein either (a) the projectile comprises two or more body members interconnected by an elongated flexible member, or (b) the projectile is in the form of or has thereon a target engagable hook or ring means for removable attachment to the target device; and wherein the target device comprises or includes a generally horizontally disposed, projectile supporting member, which supporting member is spaced above and from the surface supporting the target device, so that the projectile, when projected toward the target device, is intended to engage and either drape over or hang suspended from the supporting member due to the gravitational force acting thereon.

- (1) Note. The horizontally disposed, projectile supporting member is usually in the form of a protrusion, rod, bar, sheet edge, wire, cord, or ledge.

348 Target:

This subclass is indented under subclass 317. Target device which comprises or includes a point of aim for an aerial projectile and which is intended to be used to indicate the correctness of aim for an aerial projectile thrown, projected, impelled, or launched thereat.

- (1) Note. Included in this and the indented subclasses are target devices which are particularly adapted for use as a point of aim for an aerial projectile or target devices at which an aerial projectile is projected or thrown.
- (2) Note. The point of aim may be merely an aperture formed in the target device

and through which an aerial projectile is intended to pass.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 127, for target devices used with surface projectiles.
- 331+, for target devices having tethered projectiles associated therewith.
- 336+, for pegged target devices used in peg and ring games.
- 343, and 348.2 through 348.5, for a target device having means to retain an aerial projectile thereon or thereto.

SEE OR SEARCH CLASS:

- 119, Animal Husbandry, subclass 427 for devices for holding and releasing live objects to be used as targets.
- 342, Communications: Radio Wave Systems and Devices (e.g., Radar, Radio Navigation), subclasses 1+ for targets with radio wave absorbing, reflecting or countering features.
- 473, Games Using Tangible Projectile, subclasses 454+ for a practice or training device in the form of a pitcher's target intended to be used for improving a player's skill in throwing a baseball.
- D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 113 and 114 for target or target launcher.

348.1 Including heating means (i.e., thermal target):

This subclass is indented under subclass 348. Apparatus wherein the target device includes means for increasing its temperature for the purpose of causing it to radiate thermal energy.

- (1) Note. When viewed through a thermally-sensitive aiming or sighting means, a heat-radiating target device can be seen under conditions (e.g., darkness) when it is invisible to the naked eye.
- (2) Note. The means occasionally is utilized to heat only selected portions of the target device, whereby the device can be given a "heat signature" which is peculiar to a particular kind of device or structure; e.g., a tactical vehicle such as a tank.

SEE OR SEARCH CLASS:

250, Radiant Energy, subclasses 493+ for radiant energy generation and sources not elsewhere provided for.

348.2 Having suction cup for adherence of projectile thereto or having surface adapted for adherence thereto of projectile having suction cup:

This subclass is indented under subclass 348. Subject matter wherein the target device either (a) comprises or has a resilient cup-shaped means thereon so that, when the open portion of the cup-shaped means thereof is struck by, or otherwise forcibly engaged with, a projectile having a relatively smooth surface, the resilience of the cup-shaped portion will cause the pressure of the fluid trapped between the interior surface of the cup-shaped means and the relatively smooth surface of the projectile to be reduced below that located outside of the cup-shaped means thereby causing the projectile to adhere to the cup-shaped means and thereby to the target device, or (b) has a relatively smooth surface which is adapted and intended to be struck by, or otherwise forcibly engaged with, a projectile having such a resilient cup-shaped means thereon so that, when the open portion of the cup-shaped means of the projectile strikes, or is forcibly engaged with, the relatively smooth surface of the target device, the resilience of the cup-shaped portion will cause the pressure of the fluid trapped between the interior surface of the cup-shaped means and the relatively smooth surface to be reduced below that located outside of the cup-shaped means thereby causing the projectile to adhere to the surface of the target device.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 572 for a projectile, per se, having a suction cup for adherence to an object having a relatively smooth surface.

348.3 Having magnetized material for adherence of projectile thereto or made from material adapted for adherence thereto of projectile having magnetized material:

This subclass is indented under subclass 348. Subject matter wherein the target device either (a) is made at least in part from magnetized

material or has a magnet located thereon, which target device being intended to be used with a projectile made at least in part from either magnetized material or magnetically susceptible material, so that the projectile, or a separable portion thereof, will adhere to and be retained upon the target device upon contact therewith, or (b) is made at least in part from magnetically susceptible material, which target device being intended to be used with a projectile made at least in part from magnetized material, so that the projectile, or a separable portion thereof, will adhere to and be retained upon the target device upon contact therewith.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 570 for a projectile, per se, having at least a part thereof made from magnetized material (e.g., a dart having a magnetic head portion, etc.).

348.4 Having bristled, hooked, or looped surface for adherence of complementarily surfaced projectile thereto (e.g., Velcro® 4121; material, etc.):

This subclass is indented under subclass 348. Subject matter wherein the target device has a projectile-engaging surface, at least a portion of which is made from, or has attached thereto, a material comprising a very large number of closely spaced projecting bristles, hooks, or loops and wherein the target device is intended to be used with a projectile having disposed thereon complementary projecting bristles, loops, or hooks whereby, whenever the projectile contacts the surface of the target device, the material of the target device is intended to interlock with the complementary projecting bristles, loops, or hooks disposed upon the projectile so as to cause the projectile or a portion thereof to adhere to and be retained upon the target device.

- (1) Note. The expression "interlock with" is intended to include (due to the structural similarity of closely spaced bristles and closely spaced hooks or loops) the adherence of a projectile having projecting bristles which is intended to be engaged with, and thereby adhered to, a target device also having projecting bristles even though the adherence of the projectile to the target device is primarily

due to frictional forces between the respective sets of bristles.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 573 for a projectile, per se, having a bristled, hooked, or looped surface for adherence to complementarily surfaced means.

348.5 Having means for nonpenetrating adherence of complementarily surfaced projectile therein (e.g., tacky surface, etc.);

This subclass is indented under subclass 348. Subject matter wherein the target device has a projectile-engaging surface, at least a portion of which is made from, or has attached thereto, a means adapted and indented to enable a cooperatively surfaced projectile, or a portion thereof, to impact thereupon and to stick, or otherwise adhere, thereto without puncturing the projectile-engaging surface.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 574 for a projectile, per se, having a means for nonpenetrating adherence to a complementarily surfaced means.

349 With liquid projector (e.g., water pistol):

This subclass is indented under subclass 348. Apparatus including means for projecting a stream or burst of liquid through the air and wherein the target device is adapted to be struck by a stream or blast of liquid projected thereat, which target device includes means to indicate that it has been struck by a stream or blast of liquid projected thereat.

SEE OR SEARCH CLASS:

222, Dispensing, subclass 79 for a device simulating a firearm or other projector which projects a stream of liquid.

350 Liquid buoyant:

This subclass is indented under subclass 348. Apparatus wherein the target device includes means to enable it to float on or to remain suspended in a body of liquid during its use as a point of aim for an aerial projectile.

351

Game simulating aerial bombing of targets:

This subclass is indented under subclass 348. Apparatus comprising (a) a target device which is intended to have an aerial projectile dropped thereupon from a location generally vertically above and spaced apart from the target device, (b) a projectile carrying and releasing means for carrying an aerial projectile thereon and for selectively releasing or ejecting the carried projectile therefrom whenever a user operates the releasing means, and (c) an aerial projectile which is intended to be carried by the carrying and releasing means and then selectively released or ejected from the carrying and releasing means whenever a user operates the releasing means, so that the aerial projectile is dropped onto the target device from a region generally vertically above and spaced apart from the target device: and wherein either, or both, the carrying and releasing means or the target device is movable, so that there is relative movement between the target device and the carrying and releasing means whenever the aerial projectile is released from the carrying and releasing means.

352

Skee-Ball® game:

This subclass is indented under subclass 348. Apparatus comprising a target device spaced from the projectile projecting point, a runway surface for a projectile extending from the projecting point toward the target device, and means on the runway surface for causing a projectile propelled along the runway surface to become airborne at some point in its travel from the projecting point to the target device.

353

Tiddlywink game:

This subclass is indented under subclass 348. Game comprising a generally thin, flat projectile having a peripheral edge portion and wherein the projectile, while lying on a generally horizontally disposed surface, is intended to be projected into the air toward the target device by the application of downward squeezing pressure at or upon the edge portion of the projectile.

354

Having means to vary size of projectile-receiving target aperture or target opening:

This subclass is indented under subclass 348. Target device comprising means or structure defining an aperture or an opening through

which a projectile is intended to pass, and which aperture or opening either is intended to be used as the point of aim of the target device or is located immediately in front of the point of aim; and wherein the target device further includes means for enabling the size of the aperture or opening to be varied or changed, so as to vary the difficulty of throwing or projecting a projectile through the aperture or opening of the target device.

355 With support having both target and movable mechanical projector attached thereto:

This subclass is indented under subclass 348. Apparatus including a mechanical means for launching or impelling a projectile toward the target device, and including a common support structure or housing having both the target device and the mechanical launching means mounted thereon and connected thereto during use of the apparatus, and wherein the connection between the mechanical launching means and the support structure or housing permits movement of the mechanical launching means with respect to the target device to allow aiming of the launching means at the target device.

- (1) Note. Apparatus in which the launching means and the target device can be removed from the common support structure or housing for the purpose of storage is included in this and the indented subclass. However, during use of the apparatus, the launching means and target device must be attached to the common support structure or housing.

356 Projector universally pivots:

This subclass is indented under subclass 355. Apparatus wherein the connection between the launching means and the support structure permits pivotal movement of the launching means in any direction.

357 With plural mechanical projectors:

This subclass is indented under subclass 348. Apparatus including a plurality of mechanically operated means for launching or impelling a projectile toward the target device.

358 Projected picture:

This subclass is indented under subclass 348. Target device in which the point of aim is an image or picture projected on a screen means by a light image projecting device.

- (1) Note. In order to be classified in this class (273) as a target, there must be some feature of the image projecting device, or of the screen means, or of the cooperation between the two, making the projected image particularly adapted for use as a target.

SEE OR SEARCH CLASS:

- 352, Optics: Motion Pictures, subclass 39, 85+, and 95 for motion picture apparatus which project target images or which are used with projected target images, and see (1) Note, above.
- 353, Optics: Image Projectors, particularly subclasses 11+ for image projecting apparatus, per se, and see (1) Note above.

359 Moving:

This subclass is indented under subclass 348. Target device which includes structure or means specially adapting it for traveling, swinging, or otherwise moving during the time a projectile projected thereat is released so as to make it more difficult for a participant to reach the point of aim with a projectile.

360 Airplane towed:

This subclass is indented under subclass 359. Target device which includes means particularly adapting it to be pulled by or dragged behind an aerial vehicle while in flight.

SEE OR SEARCH CLASS:

- 40, Card, Picture, or Sign Exhibiting, subclass 215 for similar structures used as signs.
- 342, Communications: Radio Wave Systems and Devices (e.g., Radar, Radio Navigation), subclasses 1+ for targets with radio wave absorbing, reflecting, or countering features.

361 Having target exchange, carrier, or storage means:

This subclass is indented under subclass 360. Apparatus either (a) wherein the pulling or dragging means includes means for supplying a fresh target device in the place of a used target device while it is being pulled or dragged, or (b) including means for carrying or storing a target device in a nondeployed position.

362 Flying or moving freely through the air:

This subclass is indented under subclass 359. Target device which is itself a projectile adapted for traveling freely through the air.

- (1) Note. These targets are usually thrown from target traps.

SEE OR SEARCH CLASS:

- 102, Ammunition and Explosive, appropriate subclasses for projectiles to be used as weapons.
- 124, Mechanical Guns and Projectors, particularly subclasses 4+ for projectors used in throwing this type of target device into the air.
- 446, Amusement Devices: Toys, subclasses 34+ for flying toys.
- 473, Games Using Tangible Projectile, for a miscellaneous surface or aerial game projectile, per se, in general.
- 482, Exercise Devices, particularly subclasses 20+ for a discus, shot, or javelin used in a throwing type of field sport.

363 Material dispensing or burning upon projectile impact:

This subclass is indented under subclass 362. Target device having means (a) for releasing a liquid, gaseous, or particulate material carried by the target device upon being struck by a projectile, or (b) for producing smoke or flame upon being struck by a projectile.

- (1) Note. The released material must be in addition to the basic structure of the target device itself.

SEE OR SEARCH CLASS:

- 473, Games Using Tangible Projectile, subclass 577 for a projectile (e.g., an arrow, etc.) which has means, actuated

upon impact with a surface (usually a target), to produce smoke or flame or to release a liquid, gaseous, or particulate material carried by the projectile.

364 Having projector-engaging protrusion, notch, or recess means for enhancing projection of target:

This subclass is indented under subclass 362. Target device including a protrusion, notch, or recess means for enhancing the projection of the target device into the air; which protrusion, notch, or recess means is adapted to be engaged by a portion of a projector device.

- (1) Note. A target device having merely thickened, strengthened, or properly sized peripheral wall portions which are normally engageable by a portion of a projector device is not included in this subclass.
- (2) Note. Usually, the target device has a tongue, projection, slot, or hole formed on or near the periphery thereof, which tongue, projection, slot, or hole is engageable by a projector device so as to produce a spinning or rotating motion of the target device while it is being thrown or propelled into the air by the projector device.

365 Reusable in whole or part:

This subclass is indented under subclass 362. Target device comprising (a) separable portions which are separated, but not destroyed, by projectile impact and which may be reassembled after use, or (b) a destructible portion which is destroyed by projectile impact combined with a nondestructible portion which is not destroyed by projectile impact and which nondestructible portion may be reassembled with a fresh destructible portion, or (c) a non-destructible whole which is not destroyed by projectile impact and which may be reused.

366 Along endless path:

This subclass is indented under subclass 359. Target device which moves along a continuous path defining a closed circuit and wherein the target device is moving along at least a portion of the continuous path during the time a projectile projected at the target device is released.

- (1) Note. The closed circuit may be in the form of a trackway upon which a carriage carrying the target device moves, or the closed circuit may be defined by a target device mounted off axis on a rotating turntable or wheel, or the closed circuit may be defined by a target device merely moving entirely along a defined path forming a closed loop.
- (2) Note. The closed circuit defined by the movement of the target device must be continuous with no breaks or interruptions therein, but it may be of any closed-loop configuration.

367 Target has additional motion while moving along path:

This subclass is indented under subclass 306. Target device wherein the target device, while it is moving along the continuous path, simultaneously swings, pivots, moves up and down, moves back and forth, vibrates, or otherwise moves during the time a projectile projected thereat is released; so that, the target device has the combined simultaneous motions of (a) moving along the continuous path, and (b) swinging, pivoting, moving up and down, moving back and forth, vibrating, or otherwise moving during the time a projectile projected thereat is released.

- (1) Note. Also included in this subclass is a target device having a relatively moving portions which serve as points of aim and which move as a whole along a continuous path while moving relative to each other.

368 Path is circular:

This subclass is indented under subclass 366. Target device wherein the closed circuit is circular.

369 Oscillating (e.g., pendulum motion) or reciprocating:

This subclass is indented under subclass 359. Target device (a) which moves back and forth along an arc-shaped path of less than 360 degrees about an axis spaced from the path, or (b) which moves back and forth along a defined elongated path having two spaced-apart end points, alternately reversing its direc-

tion of movement whenever it reaches in the vicinity of an end point; and wherein the target device is moving back and forth during the time a projectile projected thereat is released.

- (1) Note. The elongated path having two spaced-apart end points may be linear, arc-shaped, or any other elongated configuration between the two spaced-apart end points.

- (2) Note. A target device which merely moves from one end point along a defined elongated path to the other end point during the time a projectile projected thereat is released and then is reset back to the initial end point before another projectile is projected thereat is not considered to be a reciprocating target.

370 Target has additional motion while oscillating or reciprocating:

This subclass is indented under subclass 369. Target device wherein the target device, while it is moving back and forth along the arc-shaped or defined elongated path, simultaneously swings, pivots, moves up and down, moves frontward and rearward, vibrates, or otherwise moves during the time a projectile projected thereat is released; so that, the target device has the combined simultaneous motion of (a) moving back and forth along the arc-shaped or defined elongated path, and (b) swinging, pivoting, moving up and down, moving frontward and rearward, vibrating, or otherwise moving during the time a projectile projected thereat is released.

- (1) Note. Also included in this subclass is a target device having relatively moving portions which serve as points of aim and which move as a whole back and forth along an arc-shaped or defined elongated path while moving relative to each other.

371 With electrically actuated or operated indicator:

This subclass is indented under subclass 348. Target device including electrically actuated or operated means (a) for indicating that a projectile has reached the target device, or (b) for indicating the location of the point on the target

device at which a projectile has reached, or (c) for indicating the location of the point relative to and spaced from the target device at which a projectile has passed by the target device (i.e., missed the device).

- (1) Note. The electrically actuated or operated indicating means may include means located on or near the target device for sensing the presence of a projectile as it comes into proximity with or in the vicinity of the target device, which projectile sensing means is actuated whenever a projectile comes into proximity therewith to electrically actuate or operate the indicating means.

SEE OR SEARCH THIS CLASS, SUBCLASS:

378+, for targets having mechanically operated indicating means and for targets in which the movement of the targets themselves, as a result of projectile impact thereon, provides the indicating means.

SEE OR SEARCH CLASS:

- 116, Signals and Indicators, appropriate subclasses for mechanical signalling means, per se.
- 340, Communications: Electrical, subclass 323 for game reporting electric signalling systems and appropriate subclasses, particularly subclasses 286.01+ for electric signalling systems, per se, which may form part of a game.

372 Indicator responsive to projectile produced sonic or shock wave:

This subclass is indented under subclass 371. Target device including either a sound wave sensitive means mounted on or near the target device or a shock wave sensitive means mounted on or near the target device, which sound wave sensitive means or shock wave sensitive means is operatively associated with the electrically actuated or operated indicating means; and wherein the indicating means is actuated either (a) by the sound waves or shock waves generated by a projectile whenever it approaches, passes in the vicinity of, or strikes the target device, or (b) by the shock waves traveling through the material of the target

device as a result of a projectile impacting thereupon.

373 Penetrating projectile alters circuit condition of target formed of stacked, penetrable sheetlike conductors:

This subclass is indented under subclass 371. Target device wherein the target device is formed from a plurality of spaced-apart electrically conductive sheet means which are stacked one behind the other in a row and which form part of the electrical circuit of the indicating means, and wherein at least the sheet means nearest the projecting point is adapted to be penetrated by a projectile projected thereat, such that the electrical circuit of the indicating means is actuated by the projectile either as it passes through all of the sheet means or as it passes through at least the said nearest sheet means to remain embedded in the target device.

- (1) Note. Usually, the electrical circuit of the indicating means is actuated by an electrically conductive projectile having a length sufficient to span the distance between at least two adjacent conductive sheet means such that the projectile forms part of the indicating circuit as it passes through or remains embedded in the target device.

374 Element moved by projectile impact to actuate circuitry:

This subclass is indented under subclass 371. Target device including an impact member which is moved by impact of a projectile thereon whenever a projectile initially impacts upon the target device, and wherein the electrically actuated or operated indicating means is operatively associated with the movable impact member so that the indicating means is actuated whenever a projectile, during its initial impact upon the target device, impacts upon and moves the impact member.

- (1) Note. A target device having a movable member which is moved by a projectile only at some point in time after the initial impact of the projectile upon the target device (such as target devices having gravity operated switch members located in chutes, troughs, or receivers) is not

included in this and the indented subclasses.

- (2) Note. Where the point of aim of the target device is an aperture, the movable impact member is usually located behind the aperture and in axial alignment therewith. The movable impact member located behind the aperture may be merely an actuating member; or, if it can be seen by a participant at the projecting point, it may be an additional point of aim.

375 Element is pivoted:

This subclass is indented under subclass 374. Target device wherein the impact member which moves upon projectile impact is pivoted about a fixed axis to actuate the indicating means.

376 Coplanar elements:

This subclass is indented under subclass 374. Target device including a plurality of individually movable impact members, which impact members are all disposed in a single plane adjacent one another so as to present a planar surface formed from a plurality of individually movable impact members, and wherein the electrically actuated or operated indicating means is operatively associated with each individually movable impact member so that the indicating means is actuated whenever a projectile impacts upon and moves any one impact member.

377 Spaced conductors bridged by nonpenetrating projectile:

This subclass is indented under subclass 371. Target device wherein the surface portion adapted to be struck by a projectile includes a plurality of spaced-apart, electrically conductive means which form part of the electrical circuit of the indicator means and which are contactable by a projectile which strikes but does not pass through or penetrate into the surface portion of the target device, and wherein the electrical circuit of the indicator means is actuated by an electrically conductive projectile having a size and configuration sufficient to span the distance between at least two adjacent conductive means such that the projectile forms part of the indicator circuit as it spans the two adjacent conductive means upon striking or remaining upon the surface portion of the target device.

ing or remaining upon the surface portion of the target device.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 348.3, for similar target devices in which an electrically conductive projectile completes an electrical indicating circuit while magnetically adhering to the surface of the target device.

378 Indication by movement of target or target having indicating means:

This subclass is indented under subclass 348. Target device (a) including means, actuatable or operable by a projectile, for providing or producing an indication that a projectile has reached the point of aim, or (b) wherein the target device or the point of aim portion thereof is movable whenever a projectile impinges thereupon, and wherein the movement of the target device or the point of aim provides or produces a visual indication that a projectile has reached the point of aim.

- (1) Note. Target devices, which are adapted to have a hole formed therein whenever a projectile impinges thereupon, are not included in this and the indented subclasses unless the target device has some means to enhance the visible presence of the hole, as for example, the target device having means to make the hole larger than the size of the projectile.
- (2) Note. Target devices, which are merely adapted to retain a projectile therein or thereon after penetration (e.g., dart board target devices), are not included in this and the indented subclasses and are, accordingly, found in subclasses 403, 404 and 408.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 331+, especially 333+ for similar target devices having a tethered projectile associated therewith.
- 359+, especially 366+ and 369+ for target devices which provide an indication, by means of the movement thereof, that a projectile has reached the point of aim or for target devices having

means to indicate that a projectile has reached the point of aim.

371+, for target devices having electrically actuated or operated indicating means.

SEE OR SEARCH CLASS:

116, Signals and Indicators, appropriate subclasses for mechanical signalling means, per se.

379 Plural indicators sequentially released:

This subclass is indented under subclass 378. Target device including a plurality of indicating members which are ejected, dumped, or dispersed by the target device one at a time each time a projectile reaches the point of aim; and wherein the target device includes means, actuated by a projectile whenever it reaches the point of aim, to eject, dump, or disperse one indicating member at a time.

380 Frangible or formed from a plurality of separable interconnected elements (e.g., explosion simulating):

This subclass is indented under subclass 378. Target device either (a) comprising a unitary mass of material which is intended to shatter or break into pieces whenever a projectile reaches the point of aim, or (b) comprising or including a plurality of interconnected members which are intended to fall apart, separate, or be propelled away from each other whenever a projectile reaches the point of aim.

- (1) Note. The interconnected members may be held together by a friction or an adhering means acting between the members and the separation of the members is effected by the energy of a projectile impacting upon the target device; or the interconnected members may be held together by an additional means releasably holding the members together against the force due to gravity and the separation of the members is effected by a projectile contacting a latch mechanism which operates the additional holding means to release the members so that the members may separate or fall apart from each other due to the earth's gravitational forces acting thereon; or the target device may include means, actuated by a projectile whenever it reaches the

point of aim, to violently propel the plurality of interconnected members away from each other so as to simulate an explosion of the device.

381 Audible indication:

This subclass is indented under subclass 378. Target device wherein the means providing and indication that a projectile has reached the point of aim is a sound producing means which is operated or actuated whenever a projectile reaches the point of aim.

- (1) Note. In order to be included in this and the indented subclass, a target device must include means, in addition to the material forming the target device, which is specifically designed to produce a sound; a target device, for example, merely formed from a metallic material which is capable of producing a sound when struck by a projectile would not be included herein.

382 Projectile passes through aperture to operate indicator:

This subclass is indented under subclass 381. Target device including an opening or aperture through which a projectile is intended to pass to operate or actuate the sound producing means.

383 Having projectile-actuated means to free indicator for movement:

This subclass is indented under subclass 378. Target device including an indicating member which is moved whenever a projectile reaches the point of aim, so that movement of the indicating member provides or produces a visible indication that a projectile has reached the point of aim, and wherein the target device includes means, actuated by a projectile whenever it reaches the point of aim, for releasing the indicating member and moving the indicating member by a force other than that produced by movement of the releasing means itself.

- (1) Note. The force which moves the indicating member after the member has been freed for movement by a projectile reaching the point of aim usually is provided by the bias of a spring means acting on the indicating member or by the

earth's gravitational field acting on the indicating member.

SEE OR SEARCH THIS CLASS, SUBCLASS:

387+, for target devices having an indicating member which is moved by the force produced by movement of either the point of aim or other projectile-actuated element, which movement of the point of aim or the projectile-actuated element is, in turn, produced by the energy of the projectile impacting upon the point of aim or the projectile-actuated element.

384 Indicator is dumped or is projected into the air (e.g., return fire):

This subclass is indented under subclass 383. Target device either (a) including a movable support upon which the indicating member is adapted to rest, and wherein the indicating member is adapted to merely rest upon the movable support without being attached to any portion of the target device or the support; and, whenever the releasing means is actuated by a projectile, the support is moved from a position supporting the indicating member at rest thereon to a released position, in which released position the support no longer supports the indicating member so that the indicating member freely drops or falls from its position of rest, or (b) including means to project or launch the indicating member into the air away from the target device, and wherein the projecting or launching means is actuated or operated by the releasing means whenever a projectile reaches the point of aim and actuates the releasing means.

- (1) Note. Included in this subclass are target devices in which a human being or an animal is intended to be the movable indicating member which is dumped upon actuation of the releasing means.

385 Gravity operated indicator:

This subclass is indented under subclass 383. Target device wherein the force, which moves the indicating member whenever the releasing means is actuated by the projectile, is provided by the earth's gravitational field acting upon the target device.

386 Target is moved or indicator is moved:

This subclass is indented under subclass 378. Target device (a) wherein the target device or the point of aim portion thereof moves whenever a projectile impinges or impacts thereupon, and wherein the movement of the target device or the point of aim provides or produces a visible indication that a projectile has reached the point of aim, or (b) wherein the target device includes an indicating member which is moved whenever a projectile reaches the point of aim, and wherein the movement of the indicating member provides or produces a visible indication that a projectile has reached the point of aim.

SEE OR SEARCH THIS CLASS, SUBCLASS:

383+, for target devices having movable indicating members which are released or freed for movement whenever a projectile reaches the point of aim, the movement of the indicating member being usually produced either by a spring bias means or by the earth's gravitational field acting thereupon.

387 Indicator is moved:

This subclass is indented under subclass 386. Target device including an indicating member which is moved whenever a projectile reaches the point of aim, and wherein the movement of the indicating member provides or produces a visible indication that a projectile has reached the point of aim.

- (1) Note. The motive force which moves the indicating member of the target devices included in this and the indented subclasses is usually provided by the movement of the point of aim; however, also included in this and the indented subclasses are target devices in which the point of aim is an opening or aperture, in which case the motive force to move the indicating member is provided by the projectile-produce movement of an actuating element located behind the opening or aperture or located within a chute or tube which is accessible to the projectile after it passes through the aperture or opening.

388 Indicator is alternate target:

This subclass is indented under subclass 387. Target device wherein the point of aim is moved from an aiming position to an indicating position whenever a projectile impinges or impacts thereupon, and wherein the indicating member constitutes a second point of aim which is moved into aiming position whenever a projectile impinges or impacts upon the first point of aim.

389 Target is opening through which projectile passes to actuate indicator:

This subclass is indented under subclass 387. Target device comprising or including an opening or aperture means through which a projectile projected at the target device is intended to pass, which opening or aperture means constitutes the point of aim of the target device; and wherein the indicating member is caused to be moved by a projectile reaching the point of aim either during the passage of the projectile through the opening or aperture means or after the passage of the projectile through the opening or aperture means.

390 Target pivots:

This subclass is indented under subclass 386. Target device wherein the target device or the point of aim portion thereof is moved about a fixed axis whenever a projectile impinges or impacts thereupon, and wherein the movement of the target device or the point of aim about the fixed axis provides or produces a visible indication that a projectile has reached the point of aim.

391 Having restoring means:

This subclass is indented under subclass 390. Target device wherein the movement of the target device or the point of aim about a fixed axis is from an aiming position to an indicating position whenever a projectile impinges or impacts upon the point of aim, and wherein the target device includes means to reset or restore the target device or the point of aim from the moved position back to the aiming position.

392 Automatic restoring:

This subclass is indented under subclass 391. Target device wherein the means to reset or restore the target device or the point of aim from the moved position back to the aiming

position is actuated and operated without any intervention of a human operator.

393 Target separates from support:

This subclass is indented under subclass 386. Target device wherein the point of aim portion thereof is moved whenever a projectile impinges or impacts thereupon, and wherein the target device includes means for removably holding or removably supporting the point of aim portion thereon; and, whenever a projectile impinges or impacts upon the point of aim, the point of aim portion is removed entirely from or knocked entirely off of the holding or supporting means so as to provide a visible indication that a projectile has reached the point of aim.

394 Having means to deliver spent projectile to easily accessible location:

This subclass is indented under subclass 348. Target device including means for causing a projectile, after it has struck the target device or passed through the target device, to be moved to a point easily accessible for retrieval of the projectile.

(1) Note. The easily accessible point or points may be score indicating compartments.

(2) Note. A mere pocketed target device in which the pocket or receptacle is the point of aim is not sufficient for inclusion in this and the indented subclasses because the target device has no means to deliver the projectile from the point of aim pocket or receptacle to a secondary retrieving compartment or receptacle.

SEE OR SEARCH THIS CLASS, SUBCLASS:

122, and 125, for similar projectile return devices used with surface projectiles.
398+, for pocketed or apertured target devices, and see (1) and (2) Notes, above.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclasses 110+ for a device used in a bowling game which is adapted to return a bowling ball to the bowler after the ball has either struck, missed,

or otherwise passed the bowling pins and subclasses 431+ for a practice or training device having projectile return means.

395 Movable conveyor or reprojecting target:

This subclass is indented under subclass 394. Target device wherein the means for moving a projectile to an easily accessible point for retrieval is in the form of (a) a movable, mechanically driven conveyor which carries the projectile thereon to the easily accessible point, or (b) a projecting or launching means connected to and located at the target device, which acts to project or launch the projectile through the air generally toward the point from which the projectile was initially projected, or (c) the target device itself is a surface for rebounding or deflecting point, which surface, upon being struck by the projectile, acts as a reaction surface to deflect or bounce the projectile through the air generally toward the point from which the projectile was initially projected.

396 Projectile returned toward the projecting point:

This subclass is indented under subclass 394. Target device wherein the means for moving a projectile to an easily accessible point for retrieval causes the projectile to be moved toward the point from which the projectile was initially projected or launched.

397 Runway extending between target area and projecting point:

This subclass is indented under subclass 396. Target device wherein the means for moving a projectile toward the point from which it was initially projected includes a surface which extends essentially the entire distance from the target device to the projecting point and upon which the projectile is caused to move from the target device to the projecting point.

- (1) Note. The surface is often downwardly sloped from the target device toward the projecting point.

398 Pocketed or apertured:

This subclass is indented under subclass 348. Target device comprising or including (a) a closed-bottom or closed-back receptacle, at least partially within which a projectile is

intended to come to rest after passing at least partially through the entrance opening thereof, or (b) a through aperture, which is so dimensioned that a projectile is intended to pass entirely therethrough, or (c) a through aperture, or an open-bottom receptacle, or an open-back receptacle, which aperture or receptacle is so dimensioned that a projectile is intended to come to rest at least partially within the aperture or receptacle after partially passing through the aperture or through the entrance opening of the receptacle.

SEE OR SEARCH THIS CLASS, SUBCLASS:

113+, and 123+, for similar target devices which are used with surface projectiles.

399 With mechanical projector:

This subclass is indented under subclass 398. Target device including a mechanically operated means for throwing, projecting, impelling, or launching a projectile toward the target device.

400 Closed-back or closed-bottom pocket:

This subclass is indented under subclass 398. Target device comprising or including a receptacle having an interior portion defined by a circumscribing wall means and by an entrance opening or aperture, so that a projectile, upon reaching the target device, may at least partially pass through the entrance opening or aperture and come to rest at least partially within the interior portion of the receptacle; and wherein the lateral dimension of the interior portion of the receptacle are essentially the same as or at least not much greater than the lateral dimensions of the entrance opening or aperture.

401 Entrance opening is formed in laterally extending surface:

This subclass is indented under subclass 400. Target device including a surface structure within which or behind which the receptacle is located and wherein the entrance opening or aperture of the receptacle is either formed in the surface structure or located within the surface structure so that the surface structure extends laterally about the entrance opening or aperture.

402 Target is aperture dimensioned to allow projectile to pass entirely therethrough:

This subclass is indented under subclass 398. Target device comprising or including a through-aperture or opening, which through-aperture or opening is dimensioned so that a projectile is capable of passing entirely therethrough (i.e., a projectile entering the aperture or opening from one side thereof passes through the aperture or opening and leaves out from the opposite side thereof), and wherein the through-aperture or opening is intended to be the point of aim of the target device.

- (1) Note. A target device comprising a through-aperture and which is combined with a container or receptacle for receiving a plurality of projectiles is included in this subclass only if (a) the lateral dimensions of the container or receptacle are substantially greater than the lateral dimensions of the through-aperture, or (b) the front edge of the container or receptacle is spaced apart from and spaced rearwardly of the rear edge of the through-aperture.

403 Penetrable target with replaceable element:

This subclass is indented under subclass 348. Target device comprising a penetrable layer having a structure particularly adapted to be pierced or ruptured upon impact of a projectile thereon so as to allow the entire projectile to pass through the penetrable layer or to allow at least a portion of the projectile to pass through the penetrable layer with another portion of the projectile remaining embedded within the penetrable layer; and wherein the target device includes means or is provided with means to enable replacement of a portion of the penetrable layer.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 404, for penetrable target devices combined with projectile-backstop means for stopping or catching projectiles impacting on the target device.
408, for penetrable target devices, per se.

404 Penetrable target with projectile backstop:

This subclass is indented under subclass 348. Target device comprising a penetrable layer having a structure particularly adapted to be pierced or ruptured upon impact of a projectile thereon so as to allow the entire projectile to pass through the penetrable layer or to allow at least a portion of the projectile to pass through the penetrable layer with another portion of the projectile remaining embedded within the penetrable layer; and wherein the target device includes means located behind the penetrable layer for stopping or catching a projectile after it or at least a portion thereof has passed entirely through the penetrable layer so that the projectile remains in the vicinity of the target device.

- (1) Note. To be included in this subclass, a projectile stopping or catching means (a) must be located behind the penetrable layer of the target device (i.e., located either spaced apart from or abutting against the side of the penetrable layer which is opposite to the side which receives the initial impact of a projectile projected thereat), and (b) must be comprised either of a material which will permit little or no penetration of a projectile therein or of a material which, if penetrable also, presents a resistance to the movement of a projectile therethrough which is greater than the resistance presented by the penetrable layer.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 408, for penetrable target devices, per se.
410, for projectile backstops, per se, which are intended to be used with aerial projectiles.

SEE OR SEARCH CLASS:

- 109, Safes, Bank Protection, or a Related Device, subclass 49.5 for projectile shields and protectors.
473, Amusement Devices: Games, subclass 114 for a backstop, division board, or adjunct therefor adapted for use in a bowling game.

405 With mechanical projector:

This subclass is indented under subclass 348. Target device including a mechanically operated means for throwing, projecting, impelling, or launching an aerial projectile toward the target device.

SEE OR SEARCH CLASS:

124, Mechanical Guns and Projectors, appropriate subclasses for mechanical projectors, per se, which project projectiles into the air.

406 Handling or manipulation (e.g., target positioning means):

This subclass is indented under subclass 348. Apparatus for safely or conveniently handling or manipulating a target device to or from position to be used.

- (1) Note. To be included in this subclass, a target device, per se, need not be recited in combination with the apparatus for handling or manipulating a target device; however, to be included in this subclass, the handling or manipulating apparatus must be disclosed as being particularly adapted and intended for use with a target device used with aerial projectiles.

407 Target support structure:

This subclass is indented under subclass 348. Apparatus comprising structure or means to support a target device in position to be used.

- (1) Note. To be included in this subclass, a target device, per se, need not be recited in combination with the target device support structure; however, to be included in this subclass, the target device support structure must be disclosed as being particularly adapted and intended for use with a target device used with aerial projectiles.

408 Target penetrated by projectile:

This subclass is indented under subclass 348. Target device comprising a penetrable layer having a structure particularly adapted to be pierced or ruptured upon projectile impact thereon so as to either (a) allow the entire projectile to pass through the penetrable layer, or (b) allow at least a portion of the projectile to

pass through the penetrable layer with another portion of the projectile remaining embedded within the penetrable layer.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 403, for penetrable target devices having means to replace used penetrable portions of the target device.
404, for penetrable target devices combined with projectile-backstop means for stopping or catching projectiles impacting upon the target device.

409 Printed matter:

This subclass is indented under subclass 348. Target device including a surface having thereon indicia which define one or more points of aim or define the portion of the surface adapted to be struck by a projectile.

- (1) Note. The indicia on the target surface may be in the form of printing, etching, embossing, etc.

410 Projectile backstop:

This subclass is indented under subclass 317. Apparatus comprising means for stopping, trapping, or catching a projectile.

- (1) Note. Projectile backstop apparatus are generally located behind target devices used with aerial projectiles or are located in such a manner that aerial projectiles, projected at a target device, are stopped, trapped, or caught by the projectile backstop apparatus after the projectiles either interact with the target device or completely miss the target device.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 404, for projectile backstops combined with target devices used with aerial projectiles.

SEE OR SEARCH CLASS:

- 109, Safes, Bank Protection, or a Related Device, subclass 49.5 for projectile shields and protectors.
473, Amusement Devices: Games, subclass 114 for a backstop, division board, or adjunct therefor adapted for use in a bowling game.

412 User manipulated means for catching projectile moving through the air:

This subclass is indented under subclass 317. Apparatus comprising manipulatable means adapted to be moved by a participant so as to catch and retain therein or thereon a projectile which is moving freely through the air, and wherein the manipulatable means is capable of being positioned by a participant into the path of movement of a projectile so as to catch the projectile while it is moving freely through the air.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 503 for a player manipulated implement or device, other than an article of apparel, for catching a projectile moving through the air during play of a playing field or court game, and subclasses 505+ for a player-held implement or device for both projecting and catching an aerial projectile.

429 PROBLEM ELICITING RESPONSE:

This subclass is indented under the class definition. Apparatus including a problem presented to a participant in order to obtain a response which is then compared to a predetermined answer or otherwise evaluated.

- (1) Note. A problem and response game which is based on the participant's existing knowledge is classified in this and indented subclasses.

SEE OR SEARCH CLASS:

434, Education and Demonstration, subclass 322 for a problem eliciting a response related to academic matter intending to improve the knowledge of an unknowledgeable participant.

430 Questions and answers:

This subclass is indented under subclass 429. Apparatus wherein the problems are presented in the form of questions.

SEE OR SEARCH THIS CLASS, SUBCLASS:

243+, for board games which may include a problem presented to a participant in the form of a question.

431 Categorized or grouped questions:

This subclass is indented under subclass 430. Apparatus wherein the questions are subdivided by related subject matter.

432 Timed response:

This subclass is indented under subclass 430. Apparatus wherein the amount of time a participant takes to respond to a question is measured.

440 PHYSICAL SKILL OR ABILITY:

This subclass is indented under the class definition. Apparatus intended to measure one of a participant's senses, a bodily capacity or the physical speed, strength, or dexterity in which a participant can accomplish a task relative to another participant or relative to a fixed standard.

- (1) Note. Apparatus related to a specific game or sport is classified in this class in the corresponding subclass, if provided for.

440.1 Simulated martial-art type game (e.g., boxing or fencing robots, etc.):

This subclass is indented under subclass 440. A physical skill or ability game having a plurality of participant-manipulatable figurines having human appearance, wherein each figurine is intended and arranged to be skillfully manipulated in a contest that mimics the action of hand-to-hand combat, with or without a weapon.

441 Participant maneuvered game element over a surface or through a course:

This subclass is indented under subclass 440. Apparatus intended to measure a participant's skill in directing the motion of a game element along a path or over a course.

- (1) Note. To be included in this subclass, a game element must be able to be guided throughout the course rather than thrown or projected over a course.

SEE OR SEARCH THIS CLASS, SUBCLASS:

108+, for apparatus in which the game element is projected over a surface.

442 Simulated vehicle:

This subclass is indented under subclass 441. Apparatus wherein the game element being maneuvered is a vehicle or a simulated vehicle.

SEE OR SEARCH CLASS:

463, Amusement Devices: Games, subclass 6 for a race game that includes electronic data processing and subclasses 58+ for a propelled racing game.

443 Magnetically guided game element:

This subclass is indented under subclass 441. Apparatus wherein the movement of the game element is directed through magnetic attraction or repulsion.

SEE OR SEARCH THIS CLASS, SUBCLASS:

239, for a magnetic board game element (i.e., those used on a surface having a pattern or confining region and used in a game).

444 Game element comprises a participant:

This subclass is indented under subclass 441. Apparatus wherein the game element being maneuvered includes a human participant.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 414 for a projectile game commonly known as hopscotch, which game utilizes a playing area defined by lines forming a diagram having several compartments, and wherein a player first tosses a game projectile into one of the compartments and then moves from one compartment to another in a prescribed manner.

445 Timed reaction or race to a finish:

This subclass is indented under subclass 440. Apparatus intended to determine the length of time it takes a participant to complete a task relative to a fixed standard or another participant.

SEE OR SEARCH CLASS:

463, Amusement Devices: Games, subclass 6 for a race game that includes electronic data processing and subclasses 58+ for a propelled racing game.

446 One participant at a time competes:

This subclass is indented under subclass 445. Apparatus wherein each participant attempts to complete a task individually.

(1) Note. There may be only one participant.

447 Game element capture or pick up using manual dexterity:

This subclass is indented under subclass 440. Apparatus including a game element intended to be retrieved through skillful movement of a participant's hand.

(1) Note. The game element can be retrieved directly by the hand or indirectly through skillful manual manipulation of another game element.

448 Electric or magnetic capture:

This subclass is indented under subclass 447. Apparatus wherein the game element is intended to be taken using electric or magnetic means.

SEE OR SEARCH CLASS:

221, Article Dispensing, subclass 210 for an article dispensing device with grab means.

449 Balance:

This subclass is indented under subclass 440. Apparatus intended to measure a participant's skill at maintaining the equilibrium of either himself or of some game element or elements.

SEE OR SEARCH CLASS:

482, Exercise Devices, subclass 34 for a bar or rope for gymnastically balancing upon.

450 Game element add on:

This subclass is indented under subclass 449. Apparatus including game elements intended to be combined until balance is disturbed.

451 Push or pull force (e.g., tug of war):

This subclass is indented under subclass 440. Apparatus including structure intended to aid in transmitting a force either towards or away from a participant.

- (1) Note. This subclass may include a participant competing against the apparatus, or two or more participants competing against one another.

SEE OR SEARCH CLASS:

482, Exercise Devices, appropriate subclasses for an exercise device involving a push or pull force.

452 Arm or finger contacting (e.g., arm wrestling):

This subclass is indented under subclass 451. Apparatus wherein the force transmitted occurs between contact of a participant's arm or finger with another participant's arm or finger or with the apparatus.

SEE OR SEARCH CLASS:

482, Exercise Devices, subclass 905 for an arm wrestling device cross-reference art collection.

453 Apparatus connecting plural participants:

This subclass is indented under subclass 440. Apparatus including an element intended to be attached to or grasped by two or more participants simultaneously while they are accomplishing a task.

454 Electric:

This subclass is indented under subclass 440. Apparatus including electrical means intended to assist a participant in accomplishing a task, or to measure his ability in accomplishing a task.

455 Circuit completion:

This subclass is indented under subclass 454. Apparatus including an interrupted path for current flow whose completion is intended to measure a participant's skill in the completion of a task.

456 Magnetic:

This subclass is indented under subclass 440. Apparatus including magnetic means intended to assist a participant in accomplishing a task or to measure his skill in the completion of a task.

457 ENCLOSED FLUID MEDIUM:

This subclass is indented under the class definition. Apparatus including structure for surrounding a quantity of liquid or gas.

SEE OR SEARCH THIS CLASS, SUBCLASS:

138.5, for a gravity-propelled chance element that traverses a liquid-filled path.

SEE OR SEARCH CLASS:

446, Amusement Devices: Toys, subclass 267 for a toy device having enclosed liquid.

458 Inflatable:

This subclass is indented under subclass 457. Apparatus wherein the structure surrounding the fluid is formed of an elastic or pliant material and its shape is manifested by filling the structure with a gas or liquid.

SEE OR SEARCH CLASS:

446, Amusement Devices: Toys, subclasses 220+ for toys including an inflatable structure.

459 MISCELLANEOUS:

This subclass is indented under the class definition. Apparatus not classifiable in any of the subclasses listed above.

460 Electric:

This subclass is indented under subclass 459. Apparatus including an electrical circuit or component.

- (1) Note. This is the residual locus for electric or electronic games not classifiable elsewhere in this class.

461 Simulated game:

This subclass is indented under subclass 459. A miscellaneous game having a feature that mimics, or features in combination that some

or all of the features, action, rules, environment, or scoring of a game of physical sport or other athletic event.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

108.1+, for a surface projectile game that simulates a physical sport game or athletic event.

244+, 259, and 277, for a board game that simulates a sport or outdoor recreational activity.

298, for a card or tile game that simulates a sport or outdoor recreational activity.

317.1+, for an aerial projectile game that simulates a physical sport game or athletic event.

440+, for a game requiring physical skill or ability.

END